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Design, Production and Evaluation of
Tactual Maps for the Blind.

J.M.Gill

A thesis submitted for the degree of
Doctor of Philosophy in the Department
of Engineering, University of warwick.

1973

Appendix 7: Tactical maps not
sent.

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Abstract

A computer-assisted system has been developed for the production of tactual mobility and orientation maps for the blind. The system involves using computer-aided design techniques to generate the input for a computer-controlled machine tool. Plastic copies are vacuum formed from an epoxy resin master. The main advantages of this system are quality, versatility and speed.

Experimental studies have been undertaken on the tactual discriminability of areal, line and point symbols produced by this system. A further experiment studied the retention of meanings associated with fourteen tactual symbols and the ability of blind schoolchildren to locate these symbols on a map.

A pilot study has been carried out on the acceptability of four design parameters:

- (i) Double and single representation of roads.
- (ii) Choice of plastic.
- (iii) Symbol elevation.
- (iv) Methods for marking road names.

A number of tactual maps have been made for informal evaluation by a larger section of the blind community.

As a result of this work a system has been evolved which can support further research in the general area of tactual representations, and which can also form the basis for a

production unit to meet some of the demands for this type of aid. It has proven possible to identify sets of symbols which may prove useful to the future design of these maps.

Contents

	page
Acknowledgments	
1 Introduction	1
1.1 Design	5
1.2 Methods of production	10
1.3 Mobility and orientation maps	21
2 Computer-assisted production system	24
2.1 Input and editing of graphical data	32
2.2 Manufacture of female and male masters	37
2.3 Vacuum forming	41
2.4 Visual markings	47
2.5 Manual production system	53
2.6 Conclusions	56
3 Design of mobility and orientation maps	59
3.1 Comparison of acceptability of four parameters	62
4 Conclusions	75
Bibliography	
5 Appendix - Program CADEM	
Listing	
Flowcharts	
Operator's manual	
Standard symbols	

6 Appendix - Publications

6.1 List of published and submitted papers

6.2 A Pilot Study on the Discriminability of
Tactile Areal and Line Symbols for the Blind.

6.3 A Study on the Discriminability of Tactual
Point Symbols.

6.4 'Mobility Maps' for the Visually Handicapped:
A Study of Learning and Retention of Raised
Symbols.

7 Appendix - Tactual maps

7.1 Talisman Square, Kenilworth

7.2 Rootes Hall, University of Warwick

7.3 Coventry

7.4 Leamington Spa

Acknowledgments

The basic system for the production of tactual graphical representations was submitted for the degree of Master of Science at University of Warwick in September 1971. The work described in Appendices 6.2, 6.3 and 6.4 was done jointly with G.A.James of the Blind Mobility Research Unit. The experimental materials were made by the author, the testing was done jointly and the papers were written by the senior author.

I would like to thank my supervisor Professor J.L.Douce and Dr L.L.Clark (American Foundation for the Blind) for their considerable help and encouragement with this research, and the Medical Research Council for their support of this research programme.

1. Introduction

Embossed maps of towns or buildings can be a useful aid to part of the visually handicapped population. Since there was no existing system for the economic production of high quality embossed maps in small quantities, the first aim was to develop a system to meet this specification.

The design of these maps was studied in cooperation with G.A.James. Experiments were undertaken to identify sets of discriminable areal, line and point symbols. A further experiment studied the retention of meanings associated with the embossed symbols and the ability of subjects to locate these symbols on a map. These experiments resulted in the identification of some of the significant parameters in the design of a tactual map.

Graphical representations are an established mode of communication for the sighted, but the visually handicapped have tended to rely on other forms of representation such as verbal or written descriptions. Such descriptions have obvious limitations for conveying information about complex spatial relationships.

The earliest reported method of producing embossed material was in 1517 by Francesco Lucas who engraved alphanumerics in wooden blocks. The first single-copy tactual maps were probably made by Weissenbourg in the early 18th century by sewing beads and threads on linen. In 1785 Valentin Haüy successfully embossed raised images in paper, but it was not until the last decade that maps

have become widely available to the blind population. Leonard (1967) demonstrated that tactual maps can be a useful aid to mobility but no estimate has yet been made of the number of potential users.

The main problems in designing a tactual mobility map are:

- (i) Identification of useful landmarks.
- (ii) Coding the information in an embossed notation.
- (iii) Manufacture.
- (iv) Training the user in the reading and interpretation of the map.

The identification of useful landmarks is not a trivial task since they may be dependent on the type of mobility aid used; for instance guide dogs are trained to avoid obstacles such as pillar boxes. A landmark should have a known and exact location so auditory and olfactory cues can sometimes be used. A further factor is that useful landmarks for the partially-sighted differ considerably from those used by the blind, but no research has yet been done on this problem.

Franks and Nolan (1970 & 1971) have studied the problems of measuring geographical concept attainment which will determine when a child is ready to begin using maps.

Berla' and Nolan (1972) stressed that a child's immediate environment can be used for teaching the concepts of spatial relationships, distance and scale.

Another problem is the lack of information about the parameters determining legibility of tactual symbols. Most of the research effort has been devoted to identifying sets of discriminable symbols in isolation and not in the context of a map. Other areas requiring research are:

- (i) Association of meanings with the tactual symbols.
- (ii) Stimulus redundancy.
- (iii) Information content of symbols.
- (iv) Information density.
- (v) Physical size of the map.
- (vi) Scale - topographical or topological.
- (vii) Optimum elevation of symbols.
- (viii) Use of reference points and grid systems.
- (ix) Use of keys.

Maps can either be made centrally by a professional transcriber, or locally by teachers or sighted volunteers. The advantages of a central facility are that a higher capital expenditure can be justified in order to achieve high quality copies with a relatively low unit cost, and the operator is trained in the translation from a visual map to a meaningful tactual one. At present the majority of maps are made locally by teachers, mobility instructors or sighted volunteers, and financial considerations tend to dominate their choice of production method.

An important, but often neglected, aspect is the drawing of maps by blind people. Variation in the elevation of

symbols has been found to be a useful coding dimension but there is still no satisfactory method for blind people to draw multi-height maps and this causes problems in the compatability of symbols produced by different methods.

There have been few systematic studies on the reading and interpretation of tactual maps. A notable exception has been the research by Berla' on tactual scanning strategies but these studies have been confined to pseudomaps.

It is often assumed, probably erroneously, that all potential map users can read braille. Although Gray and Todd (1968) found that 60% of the registered blind population in Britain could not read braille, it is not known how many are able or would wish to use tactual maps.

The area which has suffered the most neglect has been the design of maps for the partially-sighted. Gray and Todd found that 70% of the visually handicapped population had some useful vision. Although visual markings have been printed on tactual maps, little research has been done on the design of maps with both visual and tactual symbols.

Berla' and Nolan (1972) suggested that an ultimate practical goal would be to define those situations and content areas where maps convey either more information than a verbal description or at least convey it more efficiently.

1.1 Design

Tactual maps are composed of three categories of symbols: point symbols to show specific locations or landmarks, line symbols to designate boundaries or lines and areal or texture symbols for areas. The results of experiments on the discriminability of tactual symbols are summarised in Table 1.1.

The four major factors influencing discrimination are:

- (i) size
- (ii) elevation
- (iii) form or configuration
- (iv) orientation

(i) Size.

Tactual symbols have to be constructed at a much larger size than visual ones because of the relative inadequacy of touch when compared with vision. The difficulty in trying to define a minimum size is that difference in size may be one of the major factors contributing to legibility among point symbols.

(ii) Elevation.

Variation in height has been used to differentiate between point, areal and line symbols in the context of a map (Wiedel and Groves, 1969) but not within these categories of symbols.

Table 1.1 Results of experiments on the discriminability of tactual symbols.

Author	Material	No. of subjects	Linear			Areal			Point			Comments
			No. of symbols tested.	No. discriminable	Length mm	No. of symbols tested.	No. discriminable	Size mm. (square)	No. of symbols tested.	No. discriminable	Max. dimension mm.	
Morris & Nolan (1961)	Virkotype	96				12	5	51				
Culbert & Stellwagen (1963)	Virkotype					40	(11)	50				not full pair-comparison
Morris & Nolan (1963)	plastic	60				7	2	6				
Nolan & Morris (1963)	Virkotype	96	18	3	102				18	1	6.4	
	plastic	96	13	9	102							
	plastic	92				13	7	51				
Schiff (1967)		12				24	4	19				
	plastic	12				24	8	25	26	17	14.3	upper case letters
Wiedel & Groves (1969)		24							15	3		method not reported
	plastic		17	4		3	1					
Nolan & Morris (1971)	plastic	60	13	7	102	11	8	51				
	plastic	58							12	8	5.1	
	plastic	58							12	5	5.1	
	paper	60	21	7	102				19	11	14	

(iii) Form or configuration.

Jansson (1972) found that the following kinds of point symbols are often confused:

- (i) Evenly embossed surfaces of different form.
- (ii) Closed contours of different form.
- (iii) Open contours of different form.
- (iv) Combinations of similar units.

(iv) Orientation.

Research by Goodnow (1969) and Pick and Pick (1966) has shown that visually a change in shape is discriminated more easily than a change in orientation, but tactually the reverse is true.

Nolan (1971) studied the relative legibility of raised and incised tactual figures and found that students made 7% more errors and took 38% longer to read the incised figures.

Informal observations, by Wiedel (1965) and others, indicate that many blind students have difficulty in perceiving a tactual version of the visual arrow. Schiff, Kaufer and Mosak (1966) developed a line, saw-tooth in cross-section, which felt smooth in one direction and rough in the other. They compared this symbol with the conventional arrow and found that either symbol was superior in simple diagrams but the special symbol was superior in more complex diagrams. Moreover the special symbol

was preferred by the blind subjects in both simple and complex diagrams.

Stimulus redundancy

Schiff and Isikow (1966) varied the degree of redundancy in tactual histograms. They found that the most redundant presentation provided fewest errors when size differences were small. However, when size differences were large, different textures or outlines were effective means of indicating different areas.

Nolan and Morris (1971) made six pseudomaps with two different spacings between symbols and three different heights of embossing. They found that identification of points and lines was best when there was the greatest differentiation in symbol height. Identification of points was superior under conditions of maximum symbol separation.

A considerable amount of research has been done on the use of coding redundancy in a visual presentation. Rappaport (1957) found that adding redundancy degraded identification, but when irrelevancy was added performance improved as a function of the level of redundancy. Landis and Slivka (1972) suggested that a successful measure of the effectiveness of a display should be based on how judiciously an observer can utilize the information presented on a display. Furthermore, it was reasoned that if a change in format really made a difference it should be apparent in the adequacy of the decisions made on the basis of the displayed information.

Tactual scanning

Various studies (Nolan and Morris, 1971; Berla', 1972 & 1973; Berla' and Murr, 1973) found that, in general, subjects used inefficient scanning procedures for locating a symbol on a tactual pseudomap. It was also found that performance could be improved by teaching the subjects to scan the map in a systematic manner.

All these studies used a pseudomap on which the symbols were positioned randomly. In practice a subject will probably have some idea of the structure of the display so that he can add any information into some form of mental image of the map.

Design for the partially-sighted

Nolan (1960) studied the design of pictures for large type textbooks. He compared five different formats:

- (i) Simple line drawing.
- (ii) Line drawing with areas blacked in for contrast.
- (iii) Line drawing with blacked areas and light shading.
- (iv) Line drawing with blacked areas and heavy shading.
- (v) A photo-offset print.

Using the method of pair-comparison, forty visually handicapped children judged the relative legibility of the five formats. A tracing, consisting of a line drawing with areas blacked in for contrast, was found more legible than the other formats.

Nolan (1961) followed up this work by presenting 106 teachers with illustrations produced by tracing in black and white and by photographing in black and white several pictures originally in colour. Traced pictures were judged preferable for use in large type books by 91% of this group.

Greenberg and Sherman (1970) used 45 partially-sighted subjects to compare the accuracy of discrimination of visual lines on various backgrounds. They found that white symbols on a dark background gave significantly better accuracy in discrimination than black lines on a white background. They also found that thinner lines were discriminable when using white lines on a dark background. They attributed this result to irradiation effects which help to create the illusion that white lines on a dark background appear to be thicker than they actually are.

1.2 Methods of production

The main characteristics of systems for producing multiple copies of tactual maps are summarised in Tables 1.2 and 1.3. The choice of method will depend on the ultimate use of the map and on financial considerations. Traditionally the copies are made on manilla paper but this material imposes physical limitations on the design; there is a limited range of discriminable symbols, relatively low height of embossing and paper is not suitable for

TABLE 1.2 Systems for producing multiple copies.

Method	Base material	Method of duplicating	Quality					Cost of Materials		
			Maximum elevation	No. of different elevations.	Accuracy	Durability	Capital	Master	Copies	
Metal foil	Plastic	Vacuum forming	C	C	C	B	B	D	C	
String master	Plastic	Vacuum forming	B	B	C	B	B	D	C	
Wire master	Plastic	Vacuum forming	B	B	B	B	B	D	C	
Solid dot	Paper	Screen printing	D	D	C	D	D	D	D	
Sewing machine	Plastic	Vacuum forming	C	C	C	B	B	C	C	

A - very high
B - high
C - medium
D - low

TABLE 1.3 Table of the methods of production.

Method	Base material	Method of duplicating	Cost						Quality			
			needs accurate visual master	time to make master	capital cost of equipment	cost of materials for master	cost of materials for copies	maximum elevation	No. of different elevations	accuracy	durability	
Embossed zinc plates	paper	press		C	B	C	D	C	D	C	D	
Sintered bronze	plastic	vacuum-forming	•	A	B	A	C	B	A	B	B	
Metal and epoxy	plastic	vacuum-forming		B	C	C	C	A	A	B	B	
Virkotype	paper	deposition	•	C	B	B	C	D	D	C	D	
P.V.C. base	P.V.C.	deposition	•	C	B	B	A	C	C	B	B	
Photoetching	paper	press	•	C	B	B	C	B	C	A	B	
Photolathe	paper	press	•	C	B	C	C	C	D	B	B	
Drum embosser	paper		•	C	C	D		C	D	D	C	
Relief printer	paper			D	B	D		C	D	D	D	
Line embosser	paper			C	A	D		D	D	D	D	

A - - very high C - - medium

B - - high D - - low

outdoor use. A large number of the systems developed in recent years have employed the vacuum forming of plastic sheets which are more expensive than paper but are more durable and capable of better symbol definition.

It has been found desirable to use more than one height of embossing but many production systems are limited to a single elevation. The optimum elevation of symbols will depend on whether the copies are monolithic, the map is for outdoor use and on the tactile sensitivity of the user. If the production system requires an accurate visual master for each elevation of embossing then the maps can be very expensive when only a few copies are required.

Metal foil

A master for vacuum forming is made by embossing a sheet of aluminium foil. The map has to be drawn in mirror image on the back of the foil which is then placed on a rubber mat and the lines embossed with a spur wheel. Textured areas can be produced by gluing sandpaper to the front surface of the foil.

String master

This method involves building up a master on transparent cellulose. Various thicknesses of string are used for line symbols; sandpapers, linoleum and fabrics are used for textures.

Wire master

This is very similar to the previous method except that solder wire is used in place of string. Solder can be rolled to give solid, dotted or dashed lines with a triangular cross-section. This system is superior to the string method since the solder is easier to manipulate and the lines have sharper crests.

Solid dot

Nippon Lighthouse in Japan have developed a technique for screen printing embossed maps. This system requires no special equipment and can produce multi-coloured maps. The disadvantages include the low elevation of embossing and the poor control over dot profile. Since the visual quality is good but the tactual quality relatively poor, the main application is for people with some useful vision who use both visual and tactual senses to read a map.

Sewing machine

A master for vacuum forming is made by machining a fibrous material with thick thread. Areal and point symbols can be glued to the top surface of the master.

Embossed zinc plates

This system, based on the traditional method for printing braille books, involves embossing a pair of zinc plates on a special machine (Figure 1.1). The

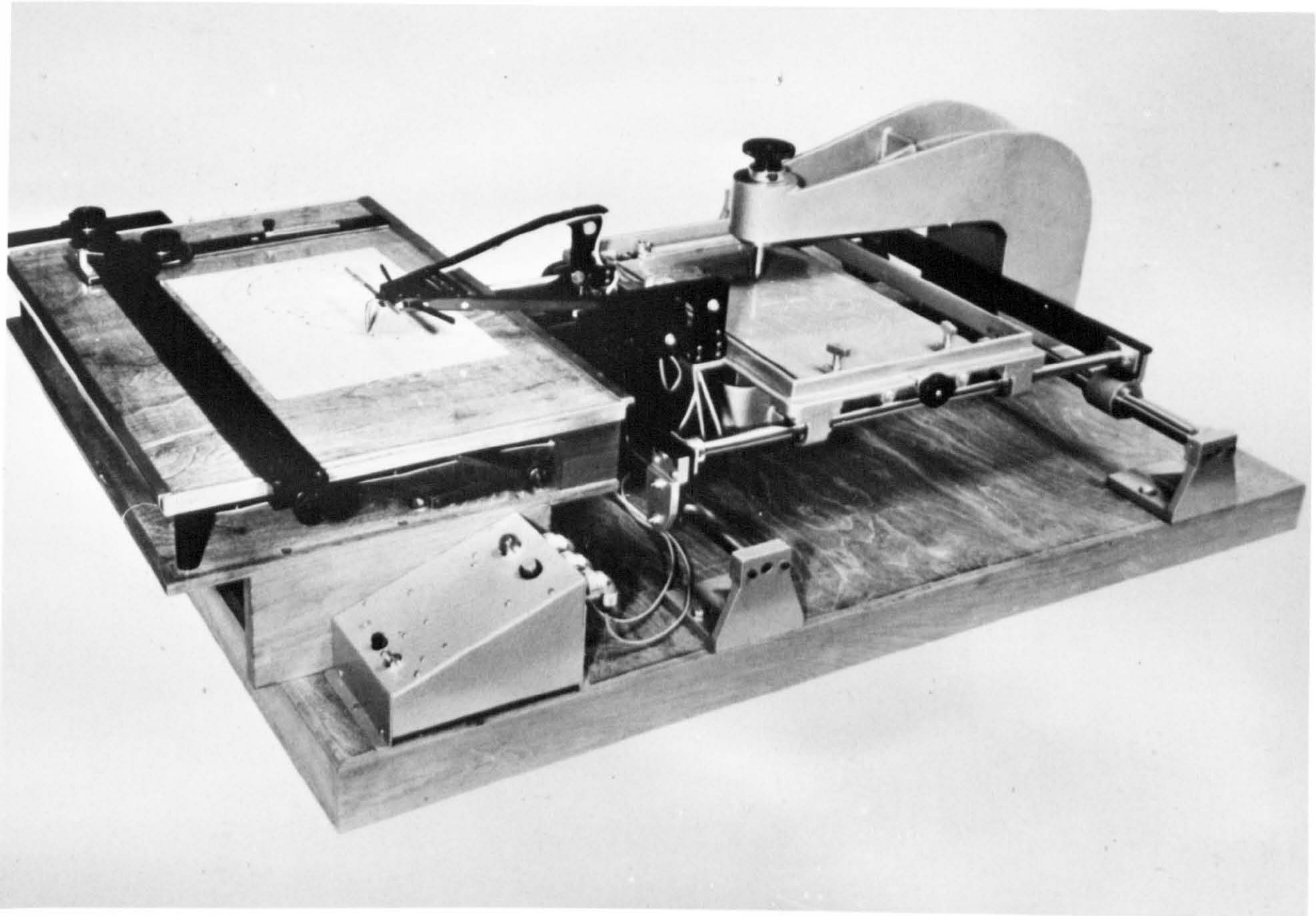


Figure 1.1 Machine for embossing zinc plates
(Courtesy of B.J.Lynes Ltd).

plates are used in a press for making copies in manilla paper. This system is usually limited to producing maps in a punctate form with only one elevation of embossing.

Sintered bronze master

A sheet of sintered bronze is manually engraved to make a female master for the vacuum forming of plastic sheets (Figure 1.2). This system is capable of producing high quality maps but the bronze is very expensive and the engraving can take a few months. In practice the use of a female master gives poor control over the shape of the crest of a line or point symbol, and this affects the discriminability of the symbol.

Metal and epoxy resin master

The male master is made from metal and epoxy resin. Blocks of metal are used for regular shapes and epoxy resin is moulded for the remainder. Since the master is not porous it is necessary to drill air holes in the master before vacuum forming plastic copies. The manufacture of the master is so time consuming that the method is only viable for enthusiastic amateurs.

Virkotype

Wet inkprint is dusted with a fine resinous powder which adheres to the wet ink and appears as a raised plastic symbol when heated. The maximum elevation is



Figure 1.2 The engraving of a sheet of sintered bronze (Courtesy of R.N.I.B.).

relatively low and the system only works reliably under laboratory conditions.

P.V.C. base

The process involves heating resinous powders into a core of about .015 inches (0.38 mm) thickness. During the actual heating process, a master surface mold prepared from a photo-engraved plate applies a raised layer of pigmented vinyl that permanently affixes to the base. The map can be embossed on both sides providing an alternative to overlays (Kidwell and Greer, 1972).

Photoetching

A photographic copy of the map is placed on top of a sheet of photosensitive plastic. This is exposed to ultra-violet light and the master is then chemically etched to the required depth. It is necessary to repeat the whole process for each different elevation on the map. Since both male and female masters can be produced, copies can be made by vacuum forming of plastic sheets or by embossing paper, plastic or metal in a conventional press. This latter facility can be very important when a large number of copies are required.

Photolathe

A lathe is controlled from a photoelectric scanner. The machine developed by Jens Scheel in Germany is limited to a single elevation. Since both male and female masters can be produced, copies can be made of paper in a conventional press.

Drum embosser

In principle this is very similar to the photolathe but the cutting tool is replaced by a solenoid. This system is limited to producing diagrams in a punctate form.

Relief printer

Saab-Scania in Sweden have developed a flat-bed embosser for use in the classroom. The equipment (Figure 1.3) consists of a drawing table and one, or more, reading desks. The reading desk contains a punch for embossing manilla paper. The output is in punctate form with either 3 or 5 dots/cm. The picture can be either enlarged or reduced and the data stored on a conventional stereo tape recorder. Thus diagrams can be stored on the same tape as a 'talking book'.

The system is still in an early stage of development but the potential is enormous if both noise and price can be reduced. It has been suggested that this equipment might be the equivalent in a blind school of the black-board in a sighted school. The capital cost is large since each pupil would need his own reading desk.

Line embosser

A computer line printer can be modified to produce tactual diagrams by removing the ribbon, increasing the pressure on the hammers and by putting some rubber behind

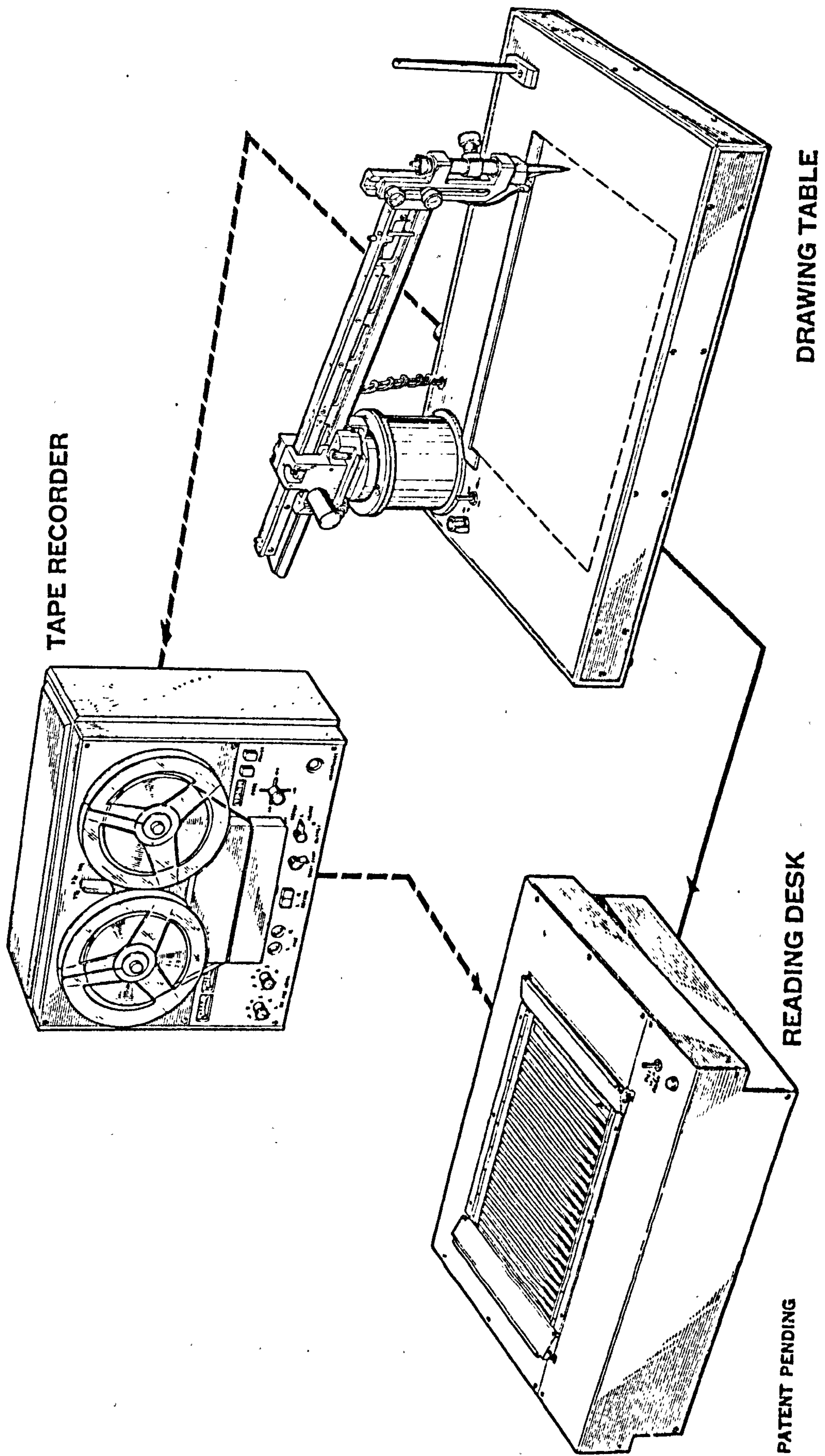


Figure 1.3 Relief printer (Courtesy of Saab Scania)

the paper. Different textures can be produced by using different characters. The physical quality of the output is poor but the significance of the system is that it can be operated by a blind user. Hallenbeck (1969) has written software for the graphical output from computer programs as well as diagrams produced by direct instructions on a teletype.

1.3 Mobility and orientation maps

A mobility map is one which gives sufficient information for independent pedestrian travel by a blind person. An orientation map gives less detailed information about an area.

Leonard and Newman (1970) found that five out of ten subjects could follow, without error, a single route using a spatial-diagrammatic tactual map. No conclusions could be made regarding any superiority of the use of a tactual map against memorizing verbal instructions. In a laboratory study, Maglione (1969) demonstrated that blind and blindfolded sighted subjects could negotiate a maze with significantly fewer errors using verbal instructions and a tactual map than by using verbal instructions alone. Both these studies were done with a uni-directional route although a tactual map can also be used for the return journey.

Leonard (1967) showed that five out of six blind schoolboys were able to make a detour from a specified

route and get back on route again using a tactual map. Although Leonard's work included evaluations on subjects' ability to use a tactual map to solve detour problems, it was based mainly on single-route maps. However Leonard (1967) did suggest that "it should not be too difficult to design more complex problems requiring the use of dimensional information; for example, choosing the shorter of two detours".

Bentzen (1971) first demonstrated that a tactual map can "enable independent planning of a variety of routes to a variety of objectives". A novel feature of the map used in this evaluation was the use of overlays to present braille information. The overlay is a separate sheet which is physically positioned directly over the map. Bentzen's six subjects had no difficulty using the tactual map for route planning, and navigational errors were attributed to poor travel techniques rather than inadequacies in the map. The interaction of travel performance with map reading is an important consideration in devising methods of evaluating the usefulness of tactual maps for travel. Although map reading may be perfect, failure to detect landmarks or estimate distances correctly results in ineffective navigation.

Kidwell and Greer (1972) were interested in non-visual perception of the environment and in particular the type of landmarks that should be represented on a map for the blind. They developed further Bentzen's multiple display and put the braille on the underside of the map. They

started by using mirror image braille but found that their subjects preferred ordinary braille. Their map of the M.I.T. campus uses a considerably higher information density than anything previously attempted, but they found that their subjects did not experience any major difficulties with reading the display.

2. Computer-assisted production system

A system was developed to meet the demand for the economic production of high quality embossed maps in small quantities. Due to the complexity of the translation from a visual to a tactual map, computer-aided design techniques were employed for minimising the time taken during the design phase, ease of updating and versatility. The master was engraved on a machine tool controlled from a punched paper tape. An epoxy resin copy of the engraved master was used for vacuum forming plastic copies. Over a hundred masters have now been made by this system.

Since mobility maps are usually required in relatively small numbers, the initial cost of the master copy has to be kept low if the system is to be economically viable. The present methods of reproduction of embossed maps fall into two main categories:

(i) Embossing sheets of paper or plastic in a press with male and female masters.

(ii) Vacuum forming plastic copies.

The first method is relatively inexpensive for producing a large number of copies but the initial cost is high. On the other hand vacuum forming is inexpensive for small runs but the unit cost is high since the plastic sheet is expensive and the process is labour intensive.

For making mobility maps, vacuum forming offers an inexpensive technique for reproducing high quality maps in small quantities. The main problem with this process is the manufacture of a suitable master.

Numerically-controlled machine tools have been used for a number of years for precision machining. The advantages include:

- (i) accuracy does not depend on the operator's skill.
- (ii) fast turn-round time once the control tape has been prepared.
- (iii) the control tape can be used for making multiple identical copies.

The largest recurrent cost is that of producing the control tape. This can be made using a part-programming language with manual coding of the data. This tends to be time consuming for graphical representations although economically viable for alpha-numerics (Andrew, 1972).

The alternative, to manual coding, is to use computer-aided design techniques for generating the control tape. These techniques have been used for the production of the artwork for multi-layer printed circuit boards and integrated circuit masters. This is very similar to the problem of making embossed maps since both require manipulation of graphical elements during the design phase, and full interpolation in two axes with discrete increments in the third axis.

The design of a tactual mobility map involves:

(i) Specification of the basic geography of the streets or buildings.

(ii) Addition of information of interest to blind users which may include:

(a) braille annotations.

(b) adjustment of scale and symbol separation to improve clarity.

(iii) Design of overlay, underlay and/or grid system.

(iv) Addition of braille or recorded text which may include:

(a) general description of the map.

(b) specific information on navigational hazards.

(c) index of shops or names of streets.

(d) supplementary information such as bus numbers and routes.

Justification for using computer-aided design

Versatility. The problems of data manipulation are greatly eased when the graphical data is held in digital form on a file. For instance the task of changing the scale of a map is very laborious by any manual method but relatively simple using a digital computer. For research purposes it is often desirable to reproduce the same map a number of times but with one parameter altered each time.

To obtain optimum legibility of symbols it is often necessary to deliberately distort the scale. Sometimes it can also be advantageous to moderately enlarge the area around a complex road junction.

Speed. The time taken to design a tactual map can be significantly reduced because of the ease of manipulating symbols. Also the computer can be used to handle simple tasks such as ensuring that lines are horizontal or vertical.

Update. Since a map can be stored in digital form on tape, it is a simple operation to make a small modification to the map and then produce a new control tape.

Cost reduction. The time taken to design and update a map is greatly reduced and the saving in labour charges outweighs the cost of computing time. With a computer operating in a time-shared mode, the processing time is very small compared with the connection time.

Methods of implementing computer-aided design

The data has to be input to the computer before it can be processed and output to either an on-line or off-line device. The main options in configuration are shown in Figure 2.1.

Input techniques

The input of the data can be a relatively slow process and therefore expensive. If the data for the base map is

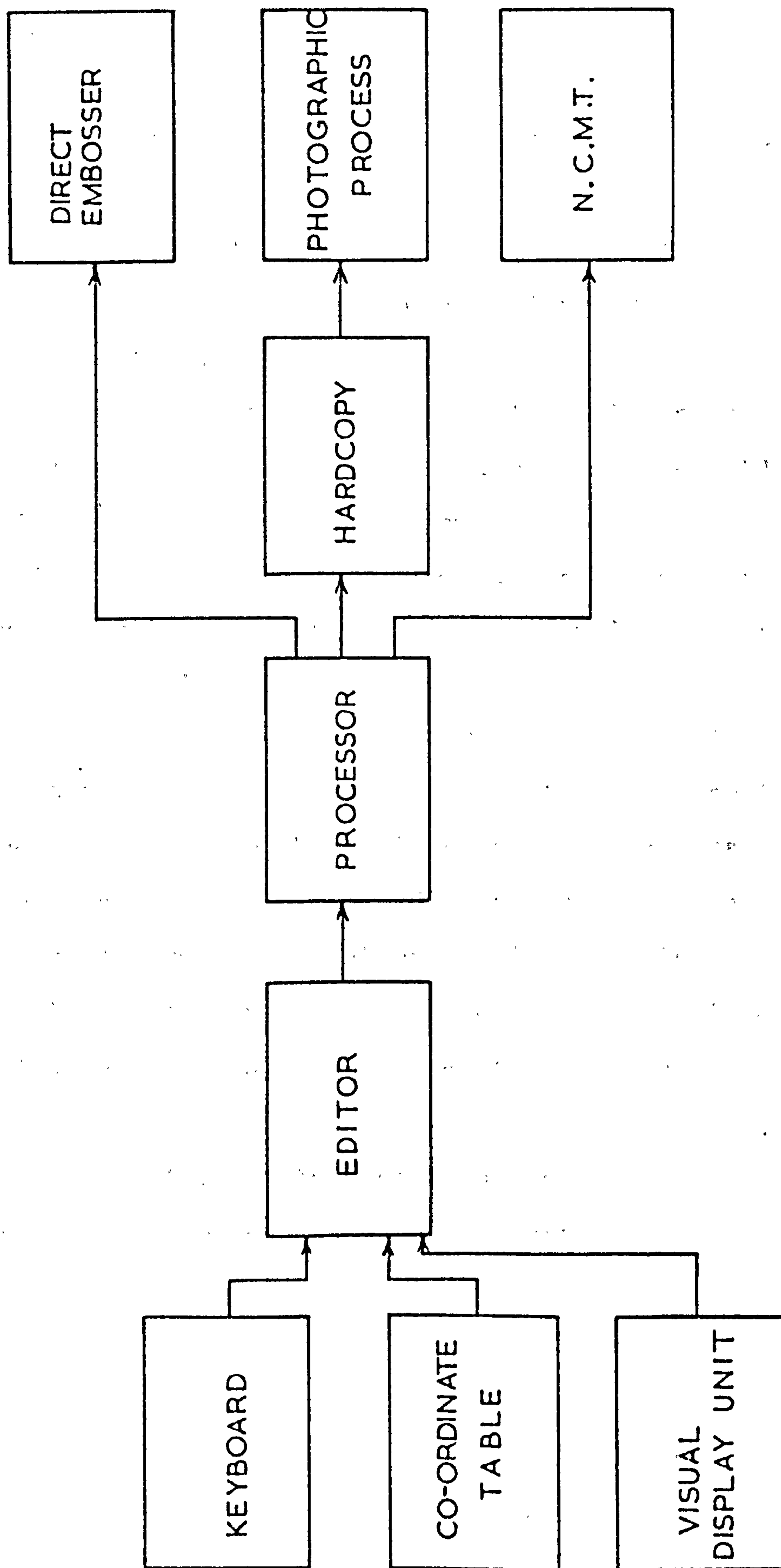


Figure 2.1 COMPUTER-AIDED DESIGN OF TACTUAL MAPS AND DIAGRAMS

already in digital computer-computable form, the input process can be simplified. Although digital tapes are produced by Ordnance Survey and the Central Intelligence Agency (USA), the cost of deleting superfluous information considerably outweighs the advantages of using this input method.

The alternative techniques for data input are from on-line or off-line keyboards, co-ordinate tables and visual display units. In practice the data will need editing due to operator errors. In a crude system, a visual or tactual hardcopy output could be obtained and the input file then modified.

In order to obtain optimum symbol legibility on a tactual map, a considerable amount of interaction is required between the designer and the data base. Although this may only be simple adjustments such as ensuring adequate symbol separation, it is essential to try to optimise the man-computer interaction. A disadvantage of using a storage or regenerative interactive display is the lack of direct precision on the screen of the display unit. In this application lack of precision in the x,y co-ordinates is less significant than in the z axis.

Choice of display

A storage tube display has the advantage that it requires no display buffer and no processor time in the quiescent state. The main disadvantage is that the whole

display has to be regenerated when a line has to be removed from the display. However this is not a problem with a regenerative display which needs a buffer to continuously refresh the display. The maximum quantity of information that can be displayed on the screen at any one time is determined by the buffer size and the speed of drawing vectors.

The complex translation from a visual map to a meaningful tactual one eliminates the possibility of the process being completely automatic. Usually only a small part of the information on a sighted map is required, or can be accommodated, on the tactual version. The designer also has to decide on the elevations and types of symbols to use for particular features. For instance a compass rose is often replaced by a row of dots across the north edge of the map. A computer could be programmed to ensure that minimum symbol separation is maintained.

Given adequate store the computer can be programmed to translate text to a good approximation to grade II braille. Due to space considerations, only one or two letters are usually put on a tactual map to represent a street name. In this situation there is little advantage in using grade II instead of grade I braille which is a letter to letter translation of ordinary text.

Often a large print map is required showing the same information as the tactual version. A sighted map can be output on a digital plotter which, preferably, has variable line-width capability.

Output devices

The output from the computer can be to an embosser, digital plotter or numerically-controlled machine tool, all of which can be either on or off-line. The choice of output devices will depend on the type of map and the use for which it is intended.

An embosser can be a modified line printer where the full-stop character embosses ordinary stationary, or a special embosser such as the MIT Braillemboss. These devices are limited to producing single-elevation maps in a punctate form with a fixed matrix of addressable points.

A digital plotter can be used to generate masters for photoetching, photodeposition or photolathe processes such as those developed by Virkotype Corporation, Plastic, Lace Inc, Plastron Inc, Dyna-Flex Corporation and Jens Scheel Ltd (see Table 1.3). These systems require precision artwork for each elevation of embossing; the digital computer is ideally suited to this form of data manipulation.

The other alternative is to control a machine tool either from tape or directly from a computer. The data has to be translated by a post-processor but only one tape is needed for a multi-elevation map.

2.1 Input and editing of graphical data

The topographical data can be input to the computer from a co-ordinate table, a visual display unit or a keyboard. The co-ordinate table provides a simple, fast and precise method of input. For this application accuracy is not of prime importance since the data can be edited on the screen of the visual display unit, and the blind user is not taking precise measurements of distance from the tactual map. The main design criteria for developing the co-ordinate table (Figure 2.2) were very low capital expenditure and ease of operation.

The principle of operation is that two wires from the stylus are wrapped round drums on the spindles of two potentiometers. The potentiometers (10 turn and 0.1% linearity) are connected across ± 10 volts so that the voltages on the wipers uniquely specify the position of the stylus on the table. The two voltages are read by the analogue interface when an interrupt is triggered by pressing the 'line' button on the co-ordinate table. The system is recalibrated every session by inputting the voltages when the stylus is in the top left hand corner of the table, the top right hand corner and then the origin (see Appendix 5). The axis transformation to give rectangular co-ordinates is shown in Figure 2.3. In use, the operator can input a single node or request the computer to sample the analogue inputs at a predetermined rate for the input of curves.

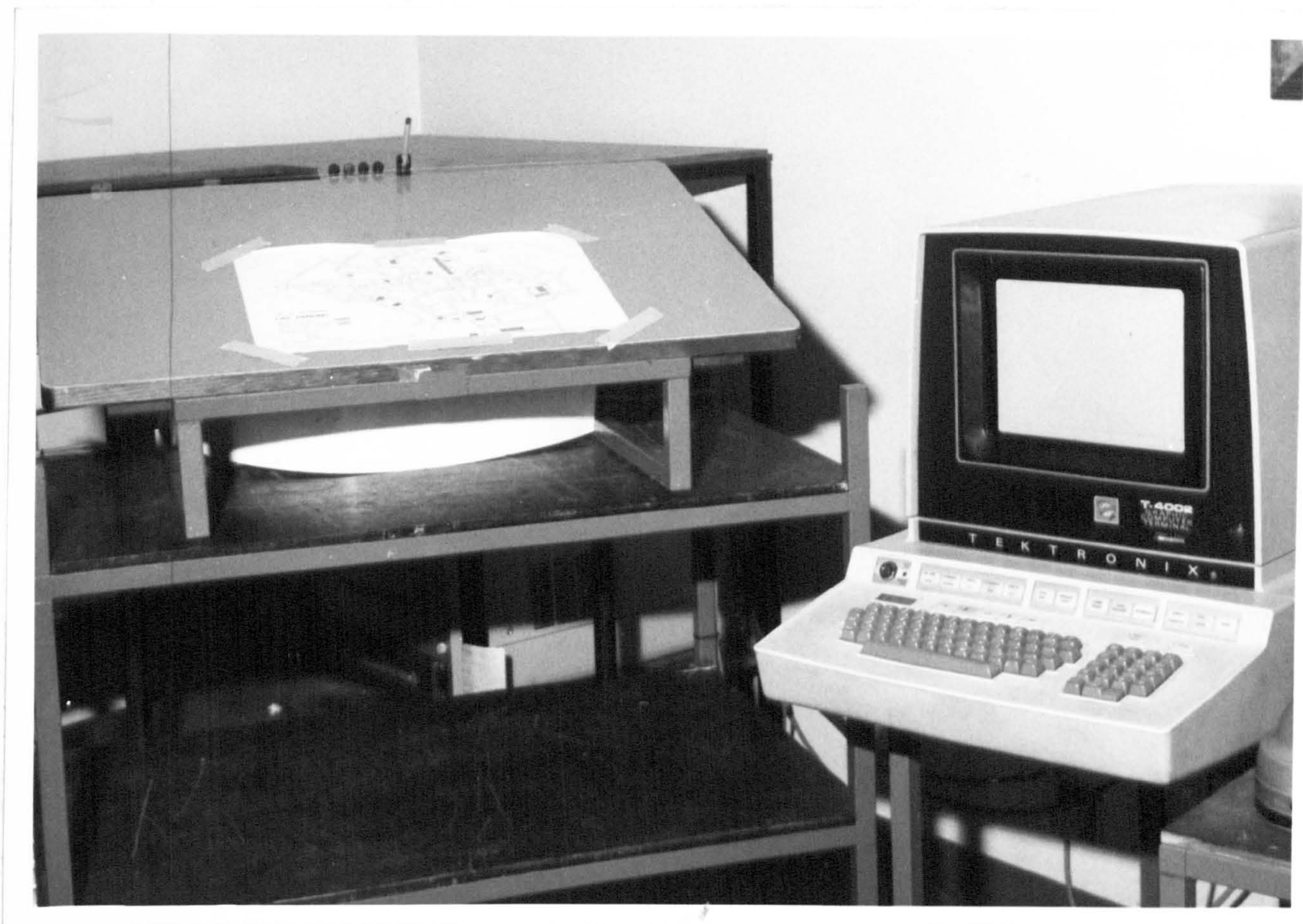


Figure 2.2 Coordinate table and visual display unit.

The associated computer program permits editing of data on a visual display unit. The program listing, flow charts and operator instruction manual are included in Appendix 5. The operator can communicate with the computer by using the joystick and keyboard (Figure 2.2). The joystick is an analogue device which controls a pair of crosswires on the visual display unit. A storage tube display is used instead of a regenerative display in order to minimise the processor time and core requirements. These factors are significant since the Sigma 5 computer can be operated in a real-time time-shared mode.

Data structure

The display data for a simple map could be held in store but this is not practical for a complex map. The speed of access to a specific item of data will determine the program response time. Therefore the only viable alternative is to store the data on disc. The data structure must be economical on disc space and permit the modification of one node without affecting any other data points.

One data structure which fulfils all these requirements is a table structure with four words per node (four bytes per word). Each node can be described by ICOR, IAB, IX, IY where IX and IY are integer x,y coordinates in units of 0.0005 inches. IAB contains information about the elevation and type of line; for instance IAB = 6512 means line type

12 at an elevation of 65 thou. ICOR is an integer variable which is used for defining macros (groups) of nodes. This facility allows the operator to handle data as either macros or individual lines.

This data structure is limited to specifying dimensions of less than 16.38 inches if the resolution is maintained at 0.0005 inches. The program never holds more than eight words of data in core at any one time.

Facilities

The operator can position the crosswires on the screen using the joystick and the coordinates are transferred to a buffer when a character is input from the keyboard. The character will determine the action taken by the program.

The program is user orientated and the main features are:

- (i) Input from a coordinate table, joystick or punched paper tape.
- (ii) Insertion and deletion of individual lines or macros.
- (iii) Insertion of standard symbols.
- (iv) Movement of nodes or macros.
- (v) Change of scale.
- (vi) Control of elevation and type of line.
- (vii) Conversion of text to grade I braille.

- (viii) Squaring up of horizontal and vertical lines.
- (ix) Paper tape dump of data file.
- (x) Output on a digital plotter.
- (xi) Output of a control tape for a numerically-controlled machine tool.

2.2 Manufacture of female and male masters

The engraving machine (Figure 2.4) is controlled by a GEC 90/2 computer with the data on punched paper tape. The engraving machine and control program had been developed by J.P.Andrew (1972). The machine tool is controlled in all three axes by stepping motors (0.0005 inch steps) which give precision without complex control systems. The advantage of using a computer-controlled machine tool is that it minimises the amount of data which has to be transferred from the Sigma 5 computer. For instance the data tape just specifies the position of a braille dot but the engraving program causes a small circle to be engraved.

The z axis of the engraving machine is calibrated from a shim resting on the top surface of the material to be engraved. So the depth of engraving is constant only if the thickness of the material does not vary. An alternative method for determining the depth of cut would be to measure the depth relative to the top surface at the current position of the cutter. Unfortunately this is not feasible in this application since the material

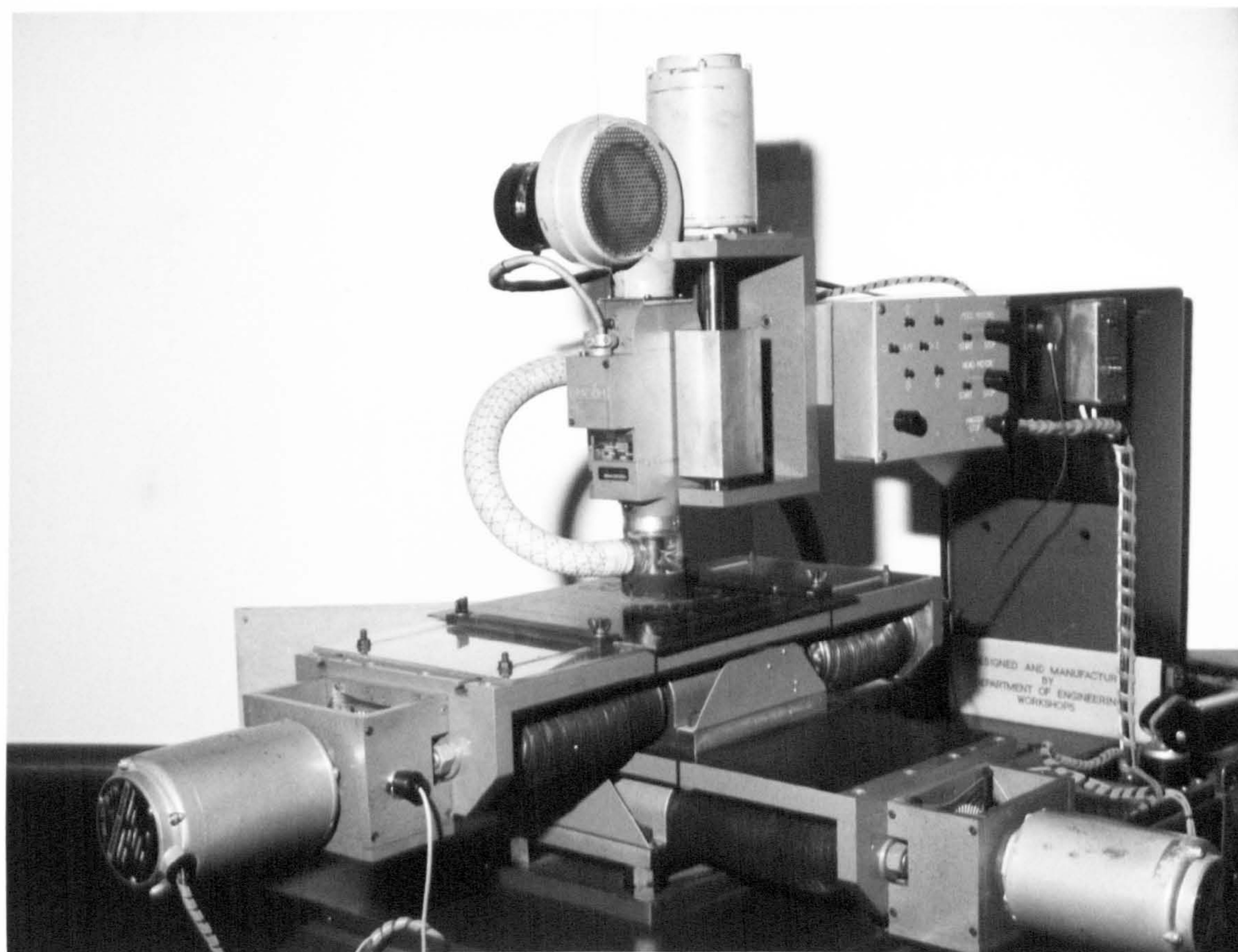


Figure 2.4 The engraving machine.

forms a burr around the edge of the cut.

The map is engraved in mirror-image in 0.093 inch Ketch-brand Tufnol which is a paper and phenolic resin laminated plastic. This material has good machining properties, is available at a constant thickness (± 0.001 inches) and at a reasonable price (£0.29 per lb, £0.19 per sq. ft.). Any gradual variation in thickness will affect the accuracy but not the precision of the elevations on the final copies; for tactual maps precision is more significant than accuracy.

The shape of the cutter on the engraving machine determines the sharpness of the crest of a line and the ability to clear swarf. If the swarf is not cleared then some of it will be compacted into the bottom of the groove. The optimum shape of cutter was found to be that shown in Figure 2.5.

The female Tufnol master is copied in epoxy resin to produce a male master. The epoxy resin found to be best was Hermetite D.B. Toolform for the following reasons:

- (i) Detailed reproduction and surface finish.
- (ii) Withstood the heat of vacuum forming.
- (iii) Negligible shrinkage.
- (iv) No deterioration in storage.
- (v) Easy to release from Tufnol.
- (vi) Easy to drill vent holes.
- (vii) No capital equipment needed.
- (viii) Easily available.
- (ix) Inexpensive (£0.69 per lb).

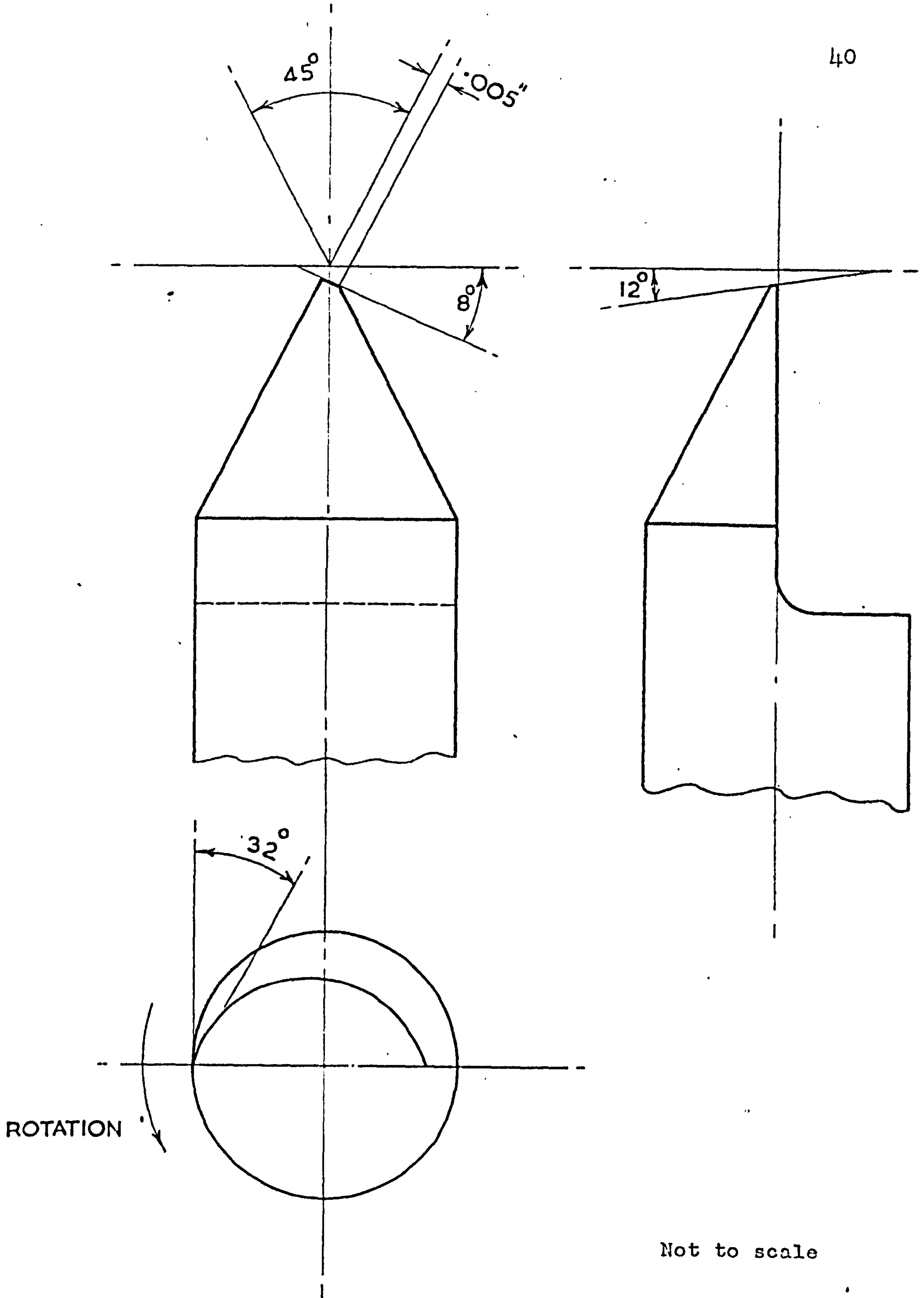


Figure 2.5 Engraving cutter

2.3 Vacuum forming

This process involves:

- (i) Heating a sheet of thermoplastic.
- (ii) Sucking the plastic down to conform to the shape of the mold.
- (iii) Cooling the plastic until it regains its original rigidity.
- (iv) Removing the plastic sheet from the mold.

The vacuum forming machine, shown in Figure 2.6, is the one in most common use in institutions for the blind, so it was used for this research to ease the problems of compatability. The machine is equipped with a heater which gives a maximum of 2 kW/ft^2 over $11 \times 11\frac{1}{2}$ inches, an interval timer and a rotary vacuum pump with no reservoir.

The cycle time of this machine can be improved by spring-loading the clamps and by restricting the frame to 45° movement (see Figure 2.6). The interval timer starts the pump to evacuate the air from under the hot plastic sheet. This arrangement could be improved by using a reservoir tank which is kept permanently evacuated so that the suction required comes from the tank rather than directly from the pump. The material distribution of the plastic would then be improved since a slow draw-down causes excessive thinning at the corners.

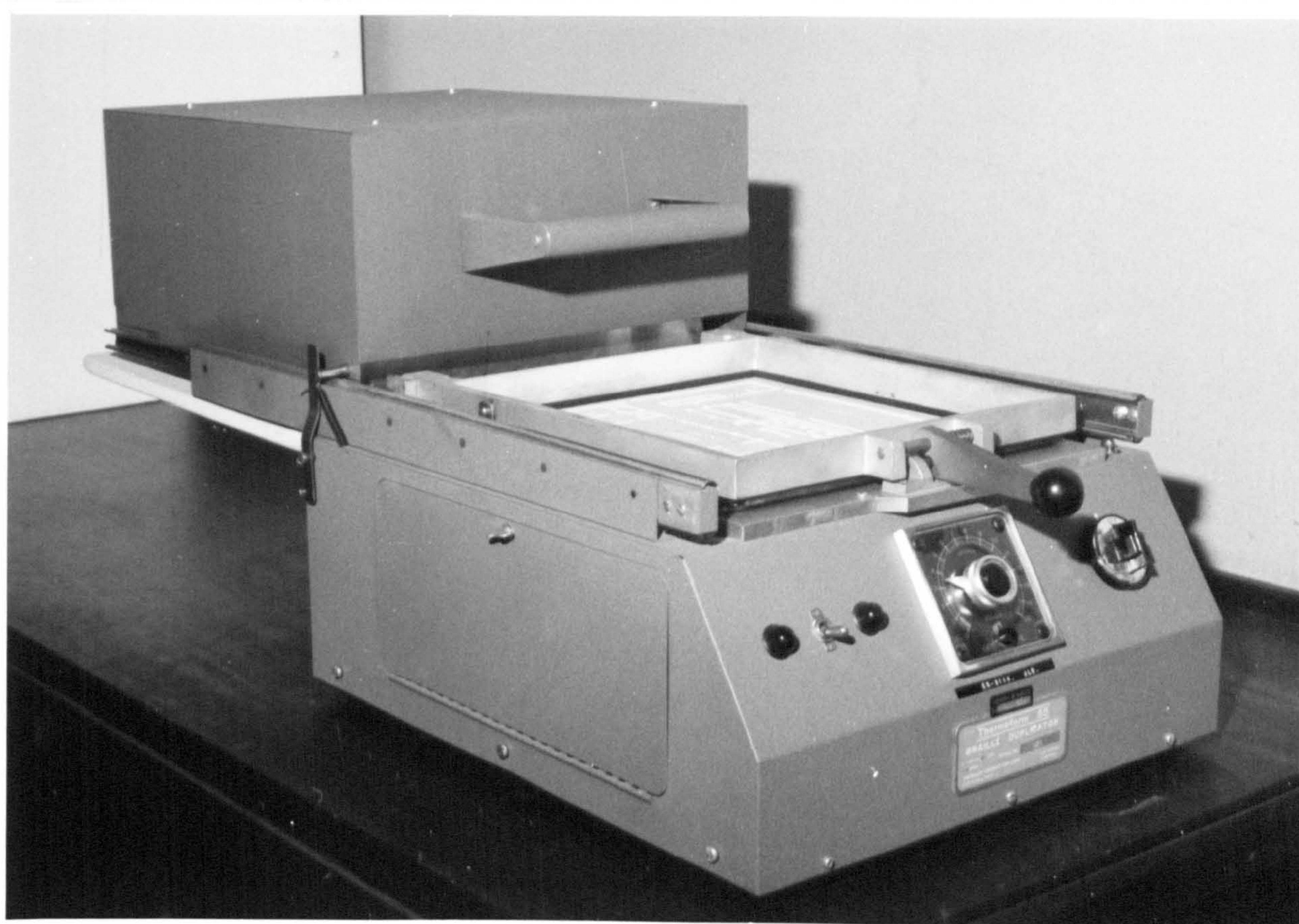


Figure 2.6 The vacuum forming machine.

To obtain the same quality of reproduction across the whole area of forming requires an even temperature distribution since plastic has a low thermal conductivity; for instance polyvinyl chloride has a thermal conductivity of 1.5×10^{-3} W/m °C compared with 2 W/m °C for aluminium. The temperature distribution was measured by using coloured temperature-indicating paint; it was found that after 10 minutes the centre of the working area was at 300 °C but was 230 °C at $1\frac{1}{2}$ inches from the edge and was 155 °C at the edge. The low temperature at the edge is caused by the metal clamping frame which obstructs some of the direct infra-red radiation; this could be improved by using reflectors behind the heating elements. Another method of improving the temperature distribution would be to use a thermally conducting filler, such as aluminium powder, in the epoxy resin master but this would increase the cost of the map.

Both female and male masters can be used but the former will give well defined concave corners but poor reproduction for the convex ones. However the converse is true for a male master and it is the sharpness of the crests which is significant in this application. The quality of reproduction is also dependent on the maximum permissible forming temperature which is higher for an epoxy resin monolithic master than for those using conventional adhesives.

Another important factor is a low temperature gradient through the plastic sheet. Since the plastic is heated from above by the infra-red radiation and by the hot master from below, it is necessary to preheat the master before starting to form copies.

Since epoxy resin is non-porous, vent holes have to be drilled in order to evacuate the air trapped between the plastic and the master. The optimum diameter of these holes will depend on the type of plastic; for instance polyethylene requires smaller holes than polyvinyl chloride. The speed with which the air can be evacuated will affect the quality of forming.

If the same master and vent holes are used for polyethylene as for polyvinyl chloride, there will be small bumps on the back of the polyethylene where it has been sucked into the vent holes. Some blind users have found these bumps useful since they stop the map slipping when it is held against the body.

The plastic sheet should not be removed from the master before it has regained its original rigidity. This process can be accelerated using forced air cooling on the top surface of the plastic sheet.

Choice of plastic

The degree of softening produced by heating the thermoplastic must be uniform and sufficient for it to be adequately formed by a pressure of 14 lb/in², and the surface must not be decomposed by infra-red radiation.

Other factors which need to be taken into account include:

(i) Cost.

The cost of plastic sheet is dependent on the quantity bought. Manufacturers of thermoplastics normally process relatively large batches so, although plastic sheet can be produced with specific characteristics, it is only economically viable for the small consumer to buy a plastic which is part of a manufacturer's standard range.

(ii) Reproduction of detail.

The accuracy of reproduction is dependent on the thickness of the plastic sheet and the degree of thinning during the forming process. Although thinning tends to give sharper corners, it can produce high stress levels which lead to failure of the plastic during use.

(iii) Surface texture.

Many users find that a non-absorbent smooth surface is uncomfortable to read but this problem can be alleviated by using a calendered plastic. However the vacuum forming process tends to lessen the effect of calendering particularly when high temperatures are used. Calendering can improve the forming properties of a plastic since it increases the air gap between the plastic and the master.

(iv) Speed of forming.

The vacuum forming process is time consuming so a reduction in the heating and cooling times of a plastic will significantly affect the cost of making copies.

(v) Flexibility.

If a map is to be bound in a book it is usually desirable to use a rigid plastic. Overlays are sometimes made from thin plastic sheet so that the map can be felt through the overlay. Maps are made from flexible polyethylene when they have to be kept in a pocket or handbag.

(vi) Durability.

Some plastics are unsuitable for outdoor use since they become brittle and crack in cold weather. Also the softening temperature of the plastic should be well above those encountered during normal use.

(vii) Internal stresses.

If stresses are introduced in the plastic during manufacture they can cause creasing when the plastic is being formed. This is particularly noticeable in Brailon but it varies from batch to batch.

(viii) Printing.

It is often desirable to include visual markings for the partially-sighted and sighted (see section 2.4), but some plastics do not readily accept printing ink. With a transparent plastic the visual markings can be put on the underside of the map.

Seven plastics were tested for user acceptability and the main characteristics are summarised in Table 3.3.

2.4 Visual markings

It is often desirable to include visual markings on a tactual map for the partially-sighted and the sighted. The amount of useful vision among the partially-sighted can vary considerably so that it is difficult to specify optimum line widths and character sizes. For economic reasons it is usual to restrict the markings to a single high-contrast colour such as black on a white background.

Any technique for adding visual markings, as part of the production system described earlier, must be economic for small quantities. This effectively eliminates conventional offset printing which is only viable for quantities of over a thousand. Ogrosky (1973) tried using mimeography with some success but the contrast was inferior to that produced by offset printing. The markings can be added by hand with paint or a suitable spirit-based felt pen but this is both time consuming and produces results of variable quality.

Generation of the artwork

Program CADEMD (see Appendix 5) can output a full-scale visual map on a digital drum plotter which is fitted with a ballpoint pen. A black line (1.2 mm width) could be produced by replacing the ballpoint with a Staedtler pen but this would require some modification to the plotter. This output could be used as a large-print map or as the artwork for a photographic process for

including visual markings on the tactual map. An alternative method for producing the artwork would be to cut a stencil; the engraving machine could be modified to do 'cut-n-strip'.

Transparent maps

Transparent plastics have the advantage that visual markings can be put on the underside of the map after vacuum forming. This avoids any problems of alignment and means that the markings will not deteriorate by the abrasion of the user's fingers.

One method tried was to roll ink across the back of the polyethylene sheet so that the embossed lines are left clear (see Figure 2.7). This has the advantage that it results in light coloured lines on a black background as recommended by Greenberg (1968).

Another possible method would be to fill the back of the embossed lines with black ink which gives black lines on a light background. One problem with this approach is finding an ink of the correct viscosity which will adhere to polyethylene.

Both these systems, which are labour intensive and give variable quality of markings, are unsuitable for research applications. However they could be useful to the amateur map-maker since there is no capital expenditure.

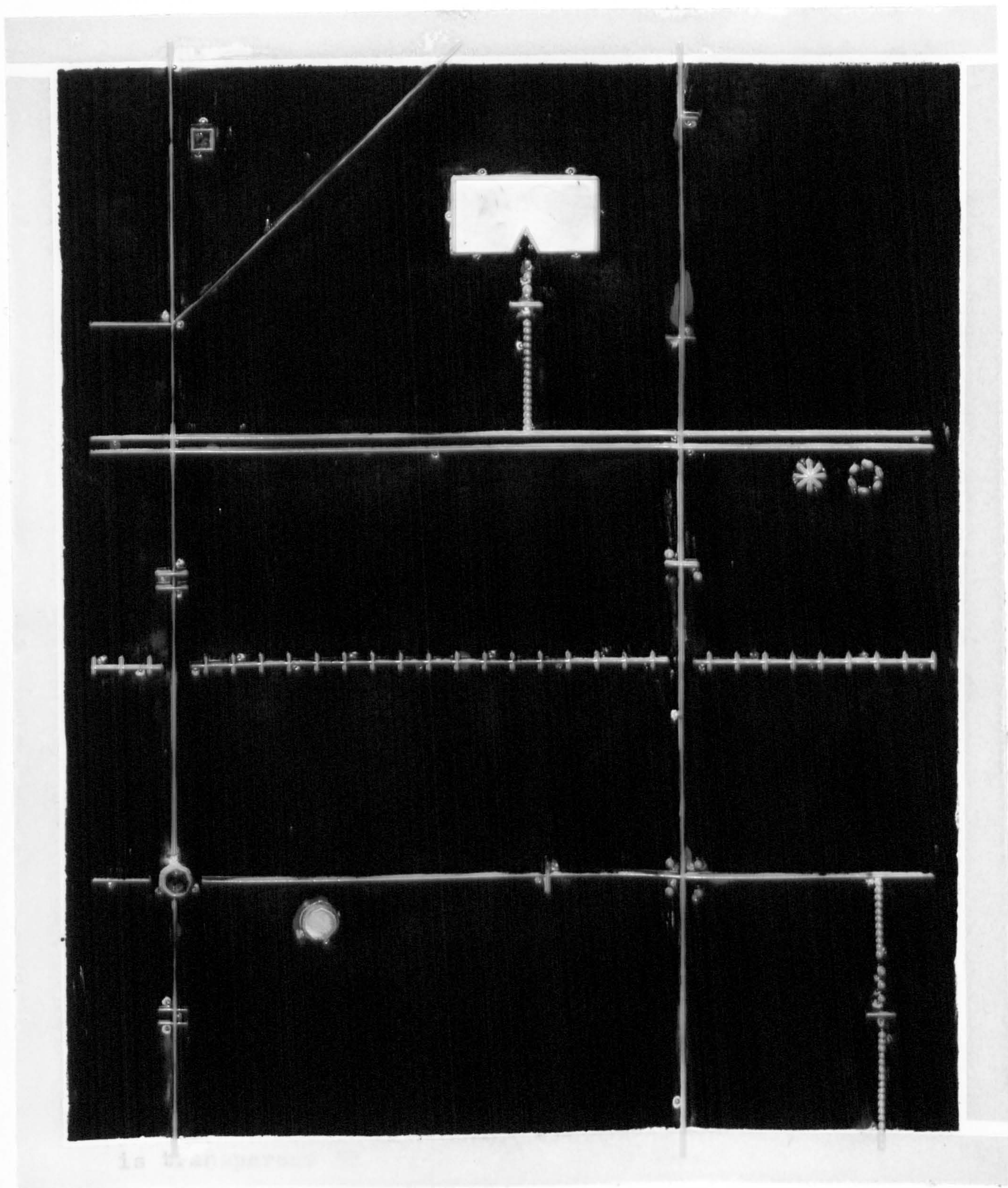


Figure 2.7 Polyethylene map with ink rolled on the back.

The other methods which were examined involved adding the markings to the plastic before vacuum forming. Care has to be taken to ensure registration of the visual and tactual symbols. The ink also has to be able to withstand the temperatures involved in vacuum forming.

Photocopying

One method to avoid the markings being rubbed off is to fuse the visual image into the top surface of the plastic. This involves very precise temperature control so that the top surface melts without melting the whole sheet; this proved beyond the capability of a standard photocopier for the thermoplastics in Table 3.3. Another drawback is that there is no copier in a major manufacturer's standard range which will accept sheets eleven inches wide.

If these problems could be overcome photocopying could offer a fast and inexpensive method for including visual markings.

Screen printing

The basic process involves:

- (i) A digital plot is produced on a material which is transparent to ultra-violet radiation.
- (ii) A photo-resist emulsion is applied to a screen.
- (iii) The screen is exposed to the ultra-violet light through the contact print.

(iv) The screen is then washed in water.

(v) The screen is dried and then exposed to more ultra-violet radiation to set the emulsion.

(vi) The thermoplastic sheets are screen printed with a suitable ink.

This process takes about a man-hour to produce the screen and print ten copies. Screen printing has a decreasing unit cost so it is the most economical system, of those currently available, for producing a hundred copies.

If a negative is made from the digital plot by photographic techniques, then polyethylene can be printed on the reverse side and the designer has full control of line widths and can add inkprint annotations. Since polyethylene is transparent there are few problems of alignment when vacuum forming.

These investigations have not provided a satisfactory solution for making ten copies although the digital plotter seems to provide a fast economic method for obtaining the artwork.

2.5 Manual production system

There is a limited requirement for a simple manual system for the production of high quality tactual maps without high capital expenditure. A manual version was developed of the output system described in section 2.2. This system involves:

- (i) The manual engraving of a sheet of Tufnol.
- (ii) A male copy is produced in epoxy resin.
- (iii) Plastic copies are reproduced on a vacuum forming machine.

The manual engraver (Figure 2.8) consists of a free-moving horizontal table with a cutter which can move vertically. The cutter, driven by a single-phase 6000 rpm motor, can be moved vertically by a foot pedal and the depth of cut can be preset by an eccentric cam. The stylus, which is used to follow the lines on the visual map, is directly connected to the table but a stencil is used to help the operator obtain smooth lines and precise symbols. Braille has to be coded manually although the stencil provides for precise positioning of the dots; the Perspex stencil was made using program CADEMD and the numerically-controlled engraving machine.

The system has the following advantages:

- (i) Low capital and material costs.
- (ii) Requires little space and can be housed on a large table.

(iii) Can produce maps with various elevations of embossing.

(iv) Braille, with various cell sizes, can be included at any angle to the horizontal.

(v) Any number of symbols with various elevations and in any orientation can be produced.

(vi) Smooth curves can be drawn.

The major disadvantages are:

(i) There is no interactive design capability so the system lacks the versatility of the computer-aided design system.

(ii) It is labour intensive.

(iii) There is no facility for changing the scale although a pantograph could be connected between the stylus and the table.

(iv) The quality deteriorates rapidly for elevations over 1 mm since the control forces required become relatively large. An example is shown in Figure 2.9 of a map with the maximum symbol elevation.

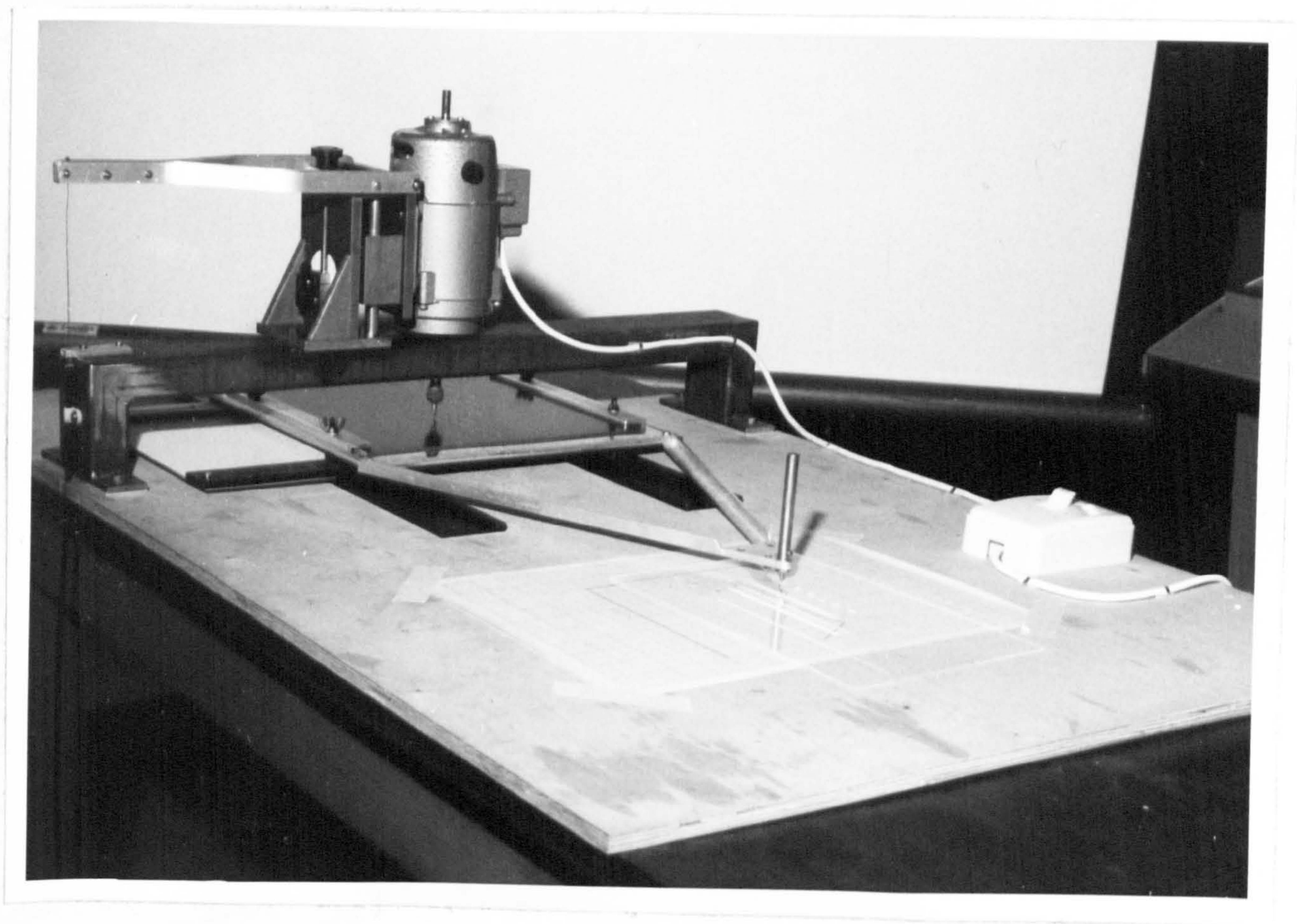


Figure 2.8 The manual engraver.

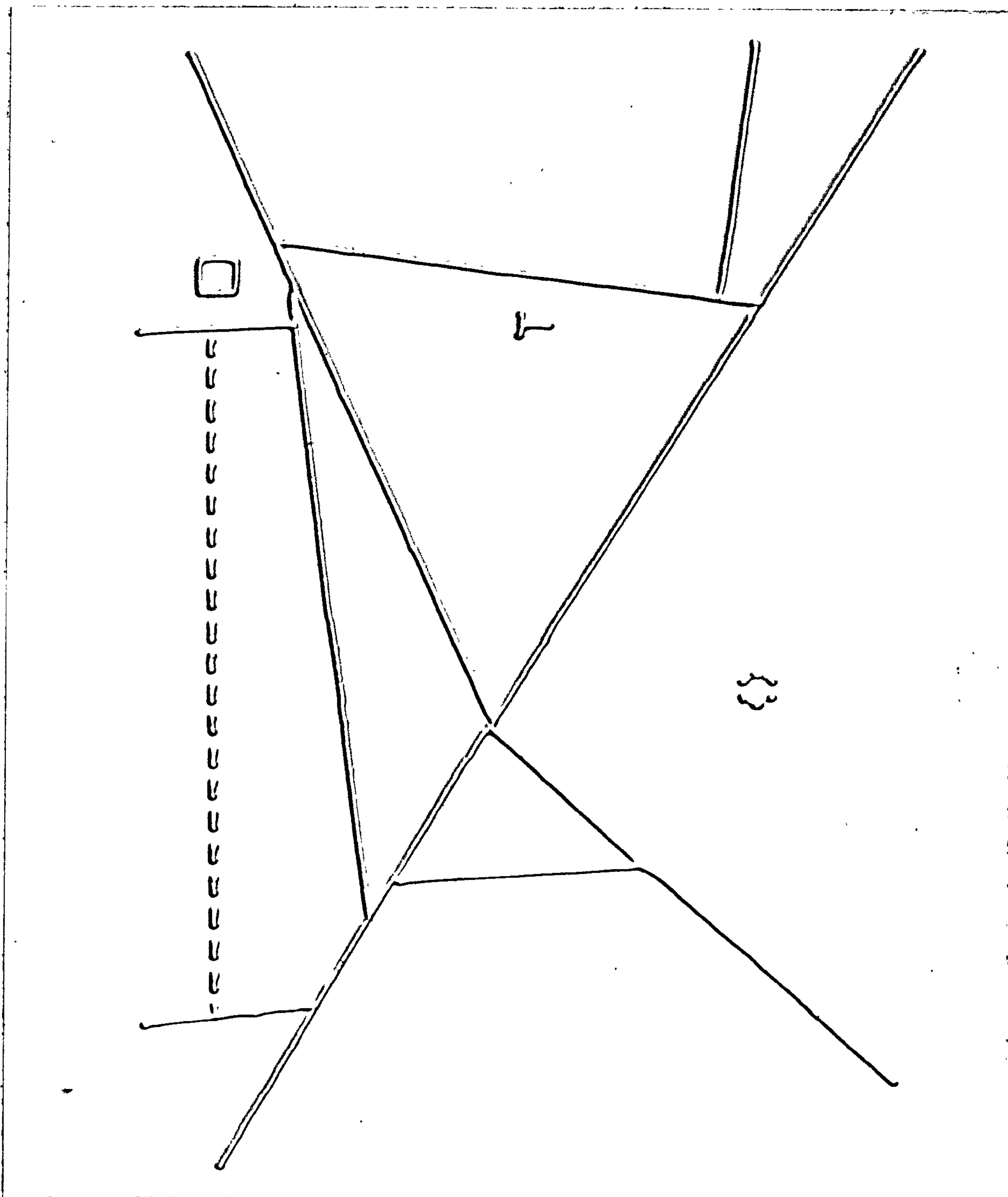


Figure 2.9 Example of a map produced by the manual engraving system.

2.6 Conclusions

The computer-assisted production system has proved a useful tool for research and it seems to offer an economic method for the routine production of mobility and orientation maps. The main advantages of this system are quality, versatility and speed although the latter could be improved by including a commercial digitizer and a regenerative interactive display.

When the Sigma 5 computer is enlarged to enable three jobs to be time-shared, it will be economically viable to connect the engraving machine direct to the Sigma 5 with the data stored on magnetic tape instead of punched paper tape. If the engraving machine is not being used to capacity, it will be feasible to produce textures made up of a large number of elements.

If the necessary finance were available the system could be modified to produce larger size maps. It would be essential to replace the vacuum forming machine so that some of the disadvantages of the present machine could be overcome.

No entirely satisfactory method has yet been found for including visual markings on a tactual map although the digital plotter output seems to offer an economic and fast method for obtaining the artwork.

The production of braille text is at present done manually with copies vacuum formed in thin plastic sheet. This process could be speeded up by using an on-line

braille embosser with a computer program to translate text to a good approximation to grade II braille.

A number of the maps made by this production system were supplied to local blind people for informal evaluation. Copies of these maps are included in Appendix 7; they are of four basic types:

(i) Talisman Square, Kenilworth. This is a reference map of a small shopping precinct. The map is intended for use at home, and gives the names of shops as well as the main product sold by each shop.

(ii) Rootes Hall, University of Warwick. This map covers a single floor of an inside of a building. The flexible map is usually kept in a pocket at the back of the book, but it is bound in this appendix to avoid it being lost.

(iii) Coventry. This map covers three routes with double-line representation of roads. This map is intended for users with little previous experience with tactual maps.

(iv) Leamington Spa. This town orientation and reference map includes a grid system and braille on the map. The index gives the grid references for each street as well as the name abbreviation which appears on the map.

No formal evaluation of these maps has been possible due to the lack of facilities needed for such experiments. However all these maps have been used by blind people, most of whom have had little previous experience with tactual maps.

3 Design of mobility and orientation maps.

An embossed map consists of areal, line and point symbols which are used to denote features and landmarks. A raised area can be used as a symbol, but for moderate elevations only the edges are discriminable.

Two experiments (see Appendices 6.2 and 6.3) were undertaken to identify sets of discriminable symbols. Five out of eight areal symbols were found discriminable by the criteria suggested by Nolan and Morris (1971). These symbols were tested at a size of 50 mm square which is much larger than symbols usually found on tactual maps. Areal symbols at a smaller size require a greater density of stimuli; with the computer-assisted production system this can be achieved at the expense of increasing the engraving time, or by adding areal symbols to the top surface of the epoxy resin master (see example in Appendix 7.3).

In the second part of the first experiment it was found that ten out of seventeen line symbols met the criteria for discriminability. Of these ten symbols, seven occupy relatively little space so appear practical for use on a tactual map. In practice symbol size usually has to be small so that the individual elements making up the symbol have to be small; for instance the minimum discriminable length of a dotted line will depend on the distance between the dots.

The second experiment studied the discriminability of point symbols for a large number of blind subjects who were grouped as schoolboys, schoolgirls, adult braille readers and adults who do not read braille. For the schoolchildren, thirteen point symbols (5 mm maximum dimension) met the criteria suggested by Nolan and Morris (1971). This is a considerable improvement over previous experiments and was probably due to the relatively high average intelligence of the schoolchildren (mean IQ = 120.5), and the good physical definition of the symbols.

In comparison to the schoolchildren, the adult braille readers made twice as many errors per person, but their mean age was 44.6 years. Most experiments on the design of tactual maps are conducted with schoolchildren, but these figures indicate that such experiments might tend to give over optimistic results for the likely potential map user population. From the results of this experiment it seems probable that only a small proportion of the adults who do not read braille could use anything but the simplest tactual map.

These experiments only studied the discriminability of symbols in isolation as discrete stimuli and not in the context of a map where a meaning has to be associated with a symbol. So the next experiment studied the retention of meanings associated with fourteen tactual symbols and the ability of the blind schoolchildren to locate these symbols on a map (see Appendix 6.4). The results emphasised

the importance of symbols which have informational properties, for example the multi-height symbol for steps. This is a class of symbol which has tended to be neglected due to the limitations of some of the production systems in current use.

This experiment also showed that inefficient techniques were used by the majority of subjects for scanning the map. This problem could be overcome with training although the blind users would probably learn more efficient scanning techniques if they had more experience with tactual maps.

Since there was no significant difference in performance of the group which used a key and the one which relied on memory alone, it is probably advantageous to put the key on a separate page when the maps are in book form since the key cannot then be confused with the map itself; this design has been used in the tactual maps in Appendix 7.

In general, design parameters need to be studied in the context of a realistic tactual map with a representative sample of the potential user population. The extent of this population is at present unknown which is, in part, due to the scarcity of tactual maps.

The experiments on discriminability form a good basis for the extension of the range of symbols and, in particular, for the identification of the parameters which determine legibility of multi-height symbols. However the results of such experiments will be dependent on the production

system and on whether the copies are monolithic.

The production of embossed maps with visual markings was mentioned in section 2.4. However it is necessary to identify the section of the visually handicapped population who can benefit from such maps as compared to just a tactual or large-print map. One problem, in designing an experiment for this purpose, is to create satisfactory measures for the amount of useful vision for each subject; a Snellen rating would not be adequate for this application.

3.1 Comparison of the acceptability of four parameters.

This experiment was a pilot study on the acceptability of four parameters which are under the control of the map designer:

- (i) Double and single line representation of roads.
- (ii) Choice of plastic.
- (iii) Symbol elevation.
- (iv) Methods for marking road names.

A series of maps were made of the same area of Leamington Spa with one parameter varied each time. The maps were made at a scale of 1:3500; one of the maps is shown in Appendix 7.4. Fifteen blind adults were used as subjects (7 male, 8 female; mean age = 40.1 years, SD = 14.2 years). All the subjects could read grade II braille.

The maps were made with solid line symbols for roads although Wiedel and Groves (1969) found that tracking was easier for broken or dotted lines. Their findings were based on the use of a production system which gave relatively poor symbol definition so that a solid line could not easily be distinguished from the background. The other symbols used on the maps in this experiment are shown in the key in Appendix 7.4.

Double and single representation of roads

Two parallel lines have usually been used to represent a road since this format was considered easier to conceptualise. Moreover if a large scale is employed, the shape of the pavements at road junctions can be shown on the map; this information can be useful to a blind pedestrian. However single line representation has the advantage that it takes up less space on the map. There has been no published work on the comparison of these two forms of representation.

Two maps were produced in Brailon (0.2 mm) with solid lines at 0.9 mm elevation and without any point symbols. These maps only varied in that one used double line representation for roads (0.4 mm between lines) and the other single line.

Subjects were instructed:

"Here is a tactual map with two parallel/one single line representing the roads. Examine this map systematically

either in rows or columns, working from the centre outwards or from the edge inwards.

Now find the map pin in the bottom right hand corner of the map. Now the pin in the top left hand corner of the map. Please trace the route, without going an unnecessarily long way round, from the bottom pin to the top pin via the pin in the centre of the map and being careful to stay on the road."

The order of presentation was determined randomly and the second map was rotated by 180° . Subjects were scored for time and distance; the results are shown in Table 3.1. The subjects were then asked "which map represents a road best?" and "Which map is easier to read?"; the answers are shown in Table 3.2.

Table 3.1 Mean scores for tracing a route on a map with double and single line representation (N=15).

Representation	Time (seconds)		Mean distance. inches
	mean	S.D.	
Double	29.9	16.4	13.1
Single	22.4	13.7	13.2

Table 3.2 Answers to questions on double and single line representation of roads (N=15).

Question	Double	Single	Neither
Which map represents a road best?	11	2	2
Which map is easier to read?	5	7	3

Choice of plastic

The technical factors which affect the choice of plastic for copies of the map were discussed in section 2.3.

The subjects were given two minutes to study the same map reproduced on seven different types of plastic. They were then asked to score each plastic on a 1 to 5 scale on three criteria:

- (i) Texture (1-unpleasant texture, 5-pleasant texture).
- (ii) Outdoor use (1-bad for outdoor use, 5-good for outdoor use).
- (iii) Symbol definition (1-bad symbol definition, 5-good symbol definition).

The results are shown in Table 3.3.

Table 3.3. Mean scores (1 to 5 scale) for acceptability of various plastics (N=15)

Tradename	Technical description	Usual colour	Thickness mm	Cost pence m ⁻²	Speed of vacuum forming	Texture	Outdoor use	Symbol definition
Bextrene	high impact toughened polystyrene	white	.25	13.2	fast	3.5	3.2	4.1
Brailon	calendered semi-rigid polyvinyl chloride	cream	.1	15.2	fast	3.0	2.7	4.0
Brailon	calendered semi-rigid polyvinyl chloride	cream	.2	41.5	slow	4.0	3.8	4.1
Cobex	calendered rigid polyvinyl chloride	white	.25	17.6	fast	4.0	3.4	4.4
Flovic	polyvinyl chloride co-polymer foil	white	.1	7.6	fast	2.5	3.1	3.7
Flovic	polyvinyl chloride co-polymer foil	white	.25	30.2	average	3.6	3.0	4.5
Polythene	high density polyethylene	trans-parent	.25	26.9	slow	2.1	4.2	3.9

Symbol elevation

Wiedel and Groves (1969) suggested that the height of lines should be "at least twice as high as that of braille dot to be employed". If a symbol is too low it will not be discriminable and if too high will tend to mask adjacent symbols. No research has been reported on the optimum symbol elevation.

The optimum elevation will depend on:

- (i) Information density.
- (ii) Symbol size.
- (iii) Production system - monolithic copies, material for copies and symbol definition.
- (iv) Whether the map is to be used outside in cold weather.
- (v) User acceptability.

The subjects were given one minute to examine the same map reproduced in Brailon (0.2 mm) with five different elevations of symbols. They were then asked to score each map on a 1 to 5 scale on three criteria:

- (i) Comfort (1-uncomfortable, 5-comfortable).
- (ii) Distinctness (1-indistinct, 5-distinct).
- (iii) Ease of scanning (1-difficult to scan the map in a systematic manner, 5-easy to scan the map in a systematic manner).

The results are shown in Table 3.4 and Figure 3.1.

Table 3.4. Mean scores (1 to 5 scale) for the acceptability of various symbol elevations (N=15)

Line elevation, mm		Point elevation, mm		Comfort	Distinctness	Ease of scanning
mean	SD	mean	SD			
0.40	.01	0.66	.02	3.4	2.8	3.5
0.63	.03	1.00	.02	4.0	4.1	3.9
0.85	.05	1.24	.03	4.1	4.5	4.1
0.98	.04	1.57	.02	4.0	4.7	4.1
1.19	.02	1.94	.02	3.5	5.0	4.1

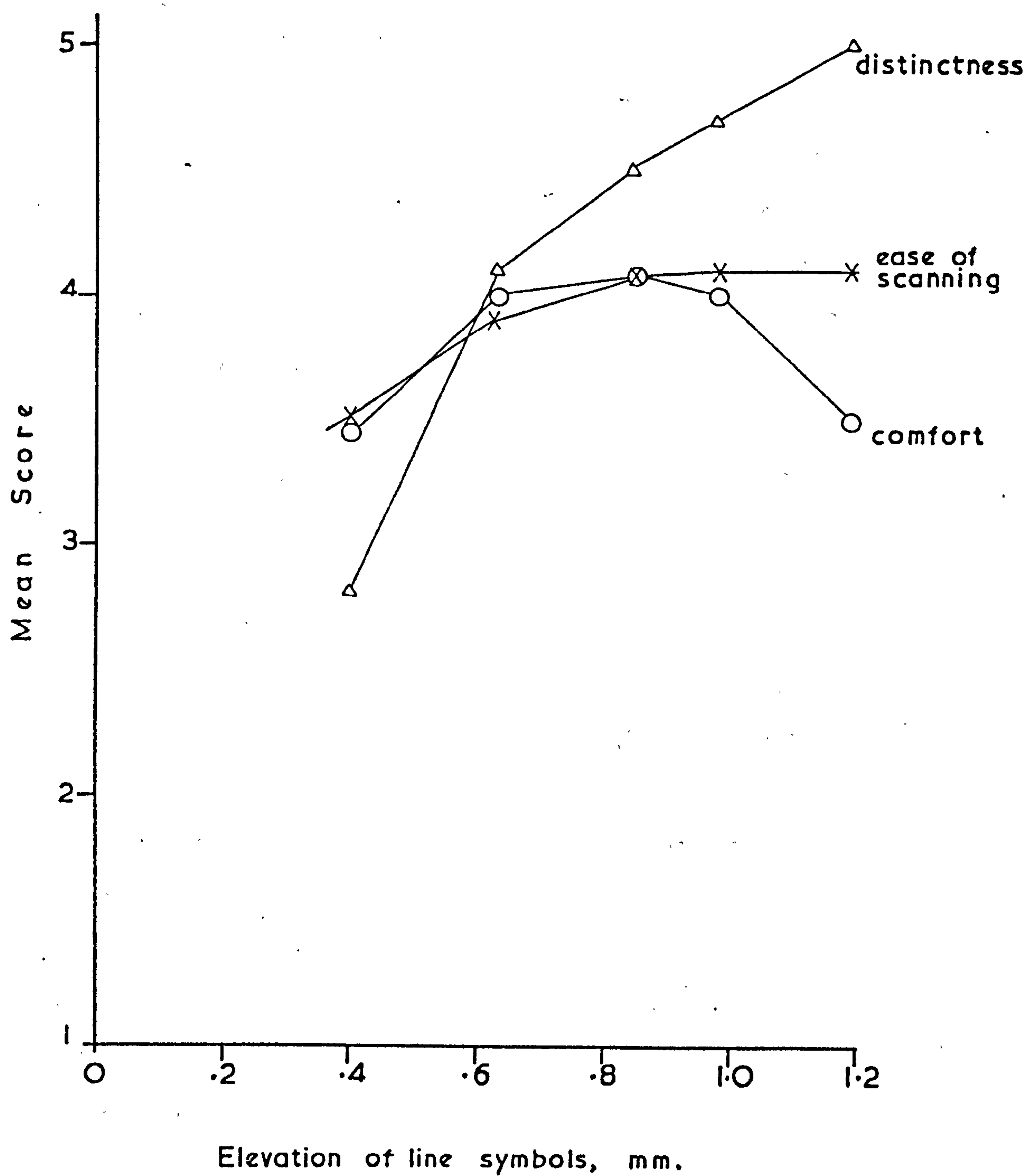


Figure 3.1. Graph of mean scores (1 to 5 scale) for the acceptability of various symbol elevations (N=15).

Methods for marking road names

There is often insufficient space on a map for braille annotations so the text is put on a separate sheet as an overlay or an underlay. Bentzen (1971) was the first to use a tactual overlay which is a separate sheet positioned directly over the map; the user has to read the overlay with one hand and the map with the other. Kidwell and Greer (1972) developed the underlay which is similar to the overlay but is positioned under the map with the embossing downwards. This system has the advantage that the map and underlay can be glued together to form a single sheet.

The aim of this experiment was to compare the use of an overlay, and underlay and braille on the map. The map was made up in book form with an index of street names, key, grid and map (see Appendix 7.4).

The grid has letters horizontally and numbers vertically. The index is of the form:

AL Arlington Avenue (T8,T14)

where AL is the abbreviation on the overlay, underlay or on the map itself, and (T8,T14) are the grid references for the two ends of the road.

The subjects were randomly allocated to one of three groups - overlay, underlay or braille on the map. Use of the index, key and grid was explained to the subjects who were then asked to do fourteen tasks (Figure 3.2). There was a time limit of two minutes for subjects to complete

Figure 3.2 The fourteen tasks for comparing the methods for marking road names.

1. What feature is at Q13?
2. What feature is at M4?
3. Please find the road at M12.
4. What two letters represent the name of this road?
5. What is the full name of this road?
6. What are the two letters for the road at U3?
7. What is the full name of this road?
8. What are the two letters for the road at Q7?
9. What is the full name of this road?
10. What is the grid reference for Morton Street?
11. Can you please find Morton Street on the map.
12. Can you please find Arlington Avenue on the map.
13. Can you please find the toilet on the map.
14. What is the name of the nearest road to the toilet?

each task. Scores for errors and response times were recorded; a summary of the results is shown in Table 3.5.

Discussion

The subjects were not required to use the information for navigational purposes but, in practice, maps are often used for learning the basic topography of an area. A limitation of this type of experiment is the subjects' lack of experience with tactual maps; when asked about the extent of their previous map experience one answered 'a good deal', eight answered 'some' and six 'very little or none'.

In the first part of the experiment, the tracking times for single line roads were significantly less than for double line roads (Spearman's $Rho = 0.68$, t for significance = 3.24 which is significant for $p < .01$). Single line maps are cheaper to make and use less coding space; for instance it would not have been possible to include the braille abbreviations on the double line map due to lack of space. However the double line is useful when teaching blind children because there are fewer conceptual problems.

When a map is to be used outside, and so has to be kept in a pocket or handbag, polyethylene seems to be the best material for vacuum formed copies. From the results in Table 3.3, Cobex appears to be a satisfactory material for when the map is to be bound in a book, particularly since it is much cheaper than 0.2mm Brailon.

Table 3.5. Mean errors and times for the tasks specified in Figure 3.2 (N=5 for each group).

Question	Overlay		Underlay		Braille on the map	
	% error	time, sec	% error	time, secs	% error	time, secs
1	0	36.8	0	28.6	40	76.0
2	0	37.8	20	20.4	40	68.0
3	0	26.6	0	16.8	20	44.2
4	0	19.4	0	14.8	0	8.8
5	0	25.6	0	16.8	0	25.6
6	60	48.6	20	34.8	40	71.8
7	0	14.0	0	13.6	20	25.6
8	20	43.8	40	30.2	20	58.8
9	0	18.8	0	12.0	20	34.4
10	0	23.0	0	35.4	40	67.0
11	0	52.0	0	40.2	40	90.6
12	20	82.4	20	70.8	80	103.6
13	0	26.4	0	25.4	60	66.2
14	20	62.2	20	42.4	40	61.8
Mean	8.6	37.0	8.6	28.7	32.9	57.3
Mean on q. 1,2,3,5,7, 9,10 (A)	0	26.1	2.9	20.5	25.7	48.7
Mean on q. 4,6,8,11, 12,13,14 (B)	17.1	47.8	14.3	36.9	40.0	65.9
ratio A/B	0	.55	.20	.56	.64	.74

This experiment did not test the materials over a long time interval or over a large temperature range; some plastics become brittle under these conditions.

The elevation of a symbol will govern the minimum spacing between symbols such that both are still discriminable. The answers concerning symbol elevation might have been different if the map had had a higher information density. However the optimum line symbol elevation for comfort is about 0.85 mm (see Figure 3.1).

There were too few subjects to obtain any significant results for the comparison of methods for marking road names. The design of the experiment was such that half the questions were not dependent on the system employed (question numbers 1,2,3,5,7,9,10). Question 13 was system dependent since braille on the map increases the number of symbols and so makes it harder to locate a specific point symbol, although the symbol was at a much greater elevation than the braille.

For this group of adults (age range 21-66 years) the mean response time for these questions was significantly correlated with age (Spearman's $Rho = 0.76$, t for significance = 4.22 which is significant for $p < .001$). This means that it may be necessary to design a simpler reference system for the older blind.

4 Conclusions

To permit a scientific evaluation of various design parameters requires a flexible facility for the production of precise tactual maps. This has been provided by using computer-aided design to reduce the operator's time and a numerically-controlled machine tool to give the required precision on the final master.

This research facility could form the basis for a production unit to meet some of the demand for tactual maps and diagrams. Compared with methods for producing maps of similar quality this system has the advantages of versatility, speed, ability to update and low running costs. The speed and quality could be improved by incorporating the modifications suggested in section 2.6.

The four psychophysical experiments, which studied various aspects of map design, helped identify some of the significant factors which determine legibility of tactual graphical representations. In particular, these experiments have helped in choosing symbols which are suitable for use on a tactual map.

Future research on individual design parameters should be done in the context of realistic tactual maps. Experiments on this subject have been hampered by the lack of map experience of the potential user population. The extent of this population can only be estimated when more maps are made available.

A number of maps have been made and distributed to local blind people. This has provided useful feedback and the most important finding from these informal evaluations was the lack of problems encountered by most of the users.

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Appendix 5. Program CADEMD

Listing

Flowcharts

Operator's manual

Standard symbols

28 OCT 04, 1973

JB JMG, CADEM

TTEND

LLBT (FILE, 0V), (FSI, 200)

LLBT (FILE, 00), (RSI, 30), (FOR, B), (FSI, 700), SAVE

ORTRANH 00, RT, LS

EXTENDED FIV-H, VERSION 000

1 C
2 C
3 C
4 C
5 C
6 C
7 C
8 C
9 C
10 C
11 C
12 C
13 C
14 C
15 C
16 C
17 C
18 C
19 C
20 C
21 C
22 C
23 C
24 C
25 C
26 C
27 C
28 C
29 C
30 C
31 C
32 C
33 C
34 C
35 C
36 C
37 C
38 C
39 C
40 C
41 C
42 C
43 C
44 C
45 C
46 C
47 C
48 C
49 C

PROGRAM CADEM

COMPUTER-AIDED DESIGN OF EMBOSSED MAPS AND DIAGRAMS

CHANNEL NUMBERS

2 TEMPORARY DISPLAY FILE ON DISK, AREA D3
5 PERMANENT SYMBOL DATA FILE ON DISK, AREA D1
10 VDU FOR DIRECT READ/WRITE STATEMENTS
125 PAPER-TAPE READER
128 PAPER-TAPE PUNCH

VARIABLES

IX, IY CO-ORDINATES OF THE END POINTS OF LINES
HELD IN THE DATA FILE IN UNITS OF .001 INS.
KX, KY CO-ORDINATES OF THE DISPLAY IN RASTER UNITS
IA HEIGHT OF EMBOSsing IN UNITS OF .001 INCHES
IB LINE TYPE (SEE BELOW)
IC GRADE 1 BRAILLE CODES
SF DISPLAY SCALE FACTOR
XY VOLTAGES FROM THE CO-ORDINATE TABLE
ILET THE ALPHABET
NUM THE NUMERALS
P SCALE FACTOR FROM CO-ORDINATE TABLE
ICOR MACRO NUMBER
THETA ANGLE FROM THE HORIZONTAL FOR BRAILLE TEXT
KXD, KYD RELATIVE DISPLAY ORIGIN
IBF LAST VALUE OF IB
IS(1) BRAILLE NUMBER FLAG
IS(2) NUMBER OF LINES OF MESSAGES
IS(3) MOVE FLAG
IS(4) SYMBOL NUMBER
IS(5) IANEXT FLAG
IS(6) NUMBER OF POINTS FROM CO-ORDINATE TABLE
IS(7) NUMBER OF CHARACTERS OF TEXT TO BE CONVERTED
TO BRAILLE
IS(8) JOB NUMBER
IS(9) BRAILLE CELL SIZE
IS(10) UNITS, INCHES OR METRIC
IS(11) SYMBOL SIZE
IS(12) SYMBOL QUADRANT
IS(13) SCRATCH DATA FILE PROTECTION FLAG
IS(14) MACRO FLAG


```

50      C
51      C
52      C          LINE TYPES (IB)
53      C
54      C          1          CONTINUOUS LINE
55      C          2          NO LINE, MOVE ONLY
56      C          3          POINT (BRAILLE DOT)
57      C          4          DOTTED LINE, SPACING 0.05 INCHES
58      C          5          DOTTED LINE, SPACING 0.15 INCHES
59      C          6          DOTTED LINE, SPACING 0.25 INCHES
60      C          7          DASHED LINE, SPACE 0.2 INS, DASH 0.2 INS
61      C          8          DASHED LINE, SPACE 0.1 INS, DASH 0.1 INS
62      C          9          END OF DATA
63      C          10         DASHED LINE, SPACE 0.3 INS, DASH 0.2 INS
64      C          11         DOT-DASH LINE, SPACE .1, LINE .2, SPACE .1
65      C                      INCHES, DOT
66      C          12         DOT-DASH LINE, SPACE 0.2 INS, LINE 0.4 INS,
67      C                      SPACE 0.2 INS, DOT
68      C
69      C
70      C
71      C          COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
72      C          1NUM(10),P,ICOR,IS(15),THETA,KXD,KYD,IBF
73      C
74      C          DATA ILET/'A','B','C','D','E','F','G','H','I','J',
75      C          1'K','L','M','N','O','P','Q','R','S','T','U','V',
76      C          2'W','X','Y','Z'/
77      C          DATA NUM/'1','2','3','4','5','6','7','8','9','0'/
78      C
79      C          SET-UP GRADE 1 BRAILLE CODES
80      C          DATA IC/100000,110000,100100,100110,100010,110100,
81      C          1110110,110010,10100,10110,101000,111000,101100,
82      C          2101110,101010,111100,111110,111010,11100,11110,
83      C          3101001,111001,10111,101101,101111,101011,1111,
84      C          410011,10010,11000,10000,1000,11011,1,1001,11001,0/
85      C
86      C          CONNECT INTERRUPTS TO SUBROUTINES
87      C          CONNECT (2Z64,INNER)
88      C          CONNECT (2Z65,JOYCEN)
89      C          CONNECT (2Z66,VDU)
90      C          CONNECT (2Z67,I1)
91      C          CONNECT (2Z68,I2)
92      C          CONNECT (2Z6A,IANEXT(IS(5)))
93      C
94      C          DISABLE CO-ORDINATE TABLE INTERRUPTS
95      C          CALL DISAB (2Z66,2Z67,2Z68)
96      C
97      C          INITIALISE VISUAL DISPLAY UNIT COMMUNICATION HANDLER
98      C          CALL CSTEP (2)
99      C          CALL CSTART (2,ISTAT)
100      C          CALL CSET (2,132,0)
101      C
102      C          SET-UP DEFAULT VALLES
103      C          J1=0
104      C          J2=2
105      C          WRITE (2,10) J1,J2,J1,J1

```

```

106      10 FORMAT (4A4)
107      IA=10
108      IB=1
109      SF=1.5
110      ICUR=10
111      THETA=0.0
112      KXD=0
113      KYD=0
114      IS(4)=1
115      IS(8)=0
116      DO 20 I=1,6
117      20 IS(8+I)=1
118      IS(9)=2
119      IS(11)=100
120      P=25.0
121      C
122      C      SET VDU DISPLAY SCALE FACTOR TO UNITY
123      CALL SCALE (0.0,0.0,1.0,1.0)
124      C
125      C      ERASE SCREEN OF VDU
126      CALL ERASE
127      C
128      C      DISPLAY LIST OF COMMANDS ON RH SIDE OF SCREEN
129      CALL LIST
130      C
131      C      DISPLAY CROSSWIRES
132      CALL JOYSTICK (2265)
133      STOP
134      END

```

F0RTRANH LS,GO

EXTENDED FIV-H, VERSION D00

```
1      SUBROUTINE DELETE(N)
2      C
3      C      THIS SUBROUTINE DELETES LINES (N=1) OR MACROS (N=2).
4      C      THE ALGORITHM DETERMINES WHETHER THE POSITION OF THE
5      C      CROSSWIRES IS BETWEEN THE TWO END POINTS OF THE LINE
6      C      CURRENTLY BEING EXAMINED. IT THEN CHECKS IF THE
7      C      GRADIENT IS THE SAME WITHIN A CERTAIN TOLERANCE.
8      C
9      C
10     COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
11     1NUM(10),P,ICOR,IS(15),THETA,KXD,KYD,IBF
12     C
13     C      WRITE END OF DATA
14     ICOR=ICOR+1
15     IAB=IA*100+2
16     WRITE (2,100) ICOR,IAB,IX,IY
17     IT=9
18     WRITE (2,100) IT,IT,IT,IT
19     JX=0
20     JY=0
21     REWIND 2
22     C      CONVERT FROM RASTER TO REAL UNITS
23     IX=(KX-KXD)*40./SF
24     IY=(KY-KYD)*40./SF
25     90 JXL=JX
26     JYL=JY
27     C      SET TOLERANCES
28     ITOL=200./SF
29     TOL=0.4/SF
30     READ (2,100) ICOR,IT,JX,JY
31     100 FORMAT (4A4)
32     ITB=MOD(IT,100)
33     C      IF END OF DATA THEN RETURN
34     IF (ITB.NE.9) GO TO 120
35     BACKSPACE 2
36     RETURN
37     C
38     120 IF (ITB.NE.3.AND.ITB.LT.50) GO TO 150
39     IF (JX.LE.IX-ITOL.OR.JX.GE.IX+ITOL) GO TO 90
40     IF (JY.LE.IY-ITOL.OR.JY.GE.IY+ITOL) GO TO 90
41     GO TO 200
42     150 IF (ITB.EQ.2) GO TO 90
43     IF (IABS(JX-JXL).GE.ITOL.OR.IABS(IX-JX).GE.ITOL) GO TO 1
44     IF (IY.GE.JY.AND.IY.LE.JYL) GO TO 200
45     IF (IY.LE.JY.AND.IY.GE.JYL) GO TO 200
46     180 IF (IABS(JY-JYL).GE.ITOL.OR.IABS(IY-JY).GE.ITOL) GO TO 1
47     IF (IX.GE.JX.AND.IX.LE.JXL) GO TO 200
48     IF (IX.LE.JX.AND.IX.GE.JXL) GO TO 200
49     190 IF (IX.LT.JX.AND.IX.LT.JXL) GO TO 90
50     IF (IX.GT.JX.AND.IX.GT.JXL) GO TO 90
51     IF (IY.LT.JY.AND.IY.LT.JYL) GO TO 90
52     IF (IY.GT.JY.AND.IY.GT.JYL) GO TO 90
53     C
```



```

54      TANJ=ABS(FLOAT(JX-JXL)/FLOAT(JY-JYL))
55      TANI=ABS(FLOAT(IX-JXL)/FLOAT(IY-JYL))
56      C
57      C      CHECK WHETHER THE GRADIENTS ARE THE SAME
58      IF (ABS(TANI-TANJ).GE.ABS(TANJ*TOL)) GO TO 90
59      C
60      C      IF N=3 THEN DISPLAY HEIGHT AND TYPE OF LINE
61      200 IF (N.EQ.3) GO TO 600
62      IAT=(IT/100)*100+2
63      IF (N.EQ.1) GO TO 300
64      BACKSPACE 2
65      WRITE (2,100) ICER,IAT,JX,JY
66      KX=FLOAT(JX)*SF/40.
67      KY=FLOAT(JY)*SF/40.
68      C      DISPLAY PLOTTING DOT TO INDICATE THAT THE LINE HAS
69      C      BEEN DETECTED AND DELETED
70      CALL TPLBT(0,KX,KY)
71      CALL TPLBT (-1,KX,KY)
72      GO TO 650
73      C
74      C      DELETE WHOLE MACRO
75      300 BACKSPACE 2
76      BACKSPACE 2
77      READ (2,100) ICT,IT,JX,JY
78      IF (IT.EQ.9) GO TO 400
79      IF (ICT.EQ.ICER) GO TO 300
80      READ (2,100) ICT,IT,JX,JY
81      IF (IT.EQ.9) GO TO 400
82      BACKSPACE 2
83      350 WRITE (2,100) ICER,IAT,JX,JY
84      KX=JX*(SF/40.)
85      KY=JY*(SF/40.)
86      CALL TPLBT (0,KX,KY)
87      CALL TPLBT (-1,KX,KY)
88      READ (2,100) ICT,IT,JX,JY
89      IF (IT.EQ.9) GO TO 400
90      BACKSPACE 2
91      IF (ICT.EQ.ICER) GO TO 350
92      400 GO TO 650
93      C
94      C      DISPLAY HEIGHT AND TYPE OF LINE
95      600 IA=IT/100
96      IB=ITB
97      CALL NEW (21)
98      650 READ (2,100) ICUR,IAB,IX,IY
99      IF (IAB.NE.9) GO TO 650
100     BACKSPACE 2
101     RETURN
102     END

```

```

1      SUBROUTINE DPL0T
2      C
3      C      THIS SUBROUTINE PLOTS THE MAP ON A STANDARD DRUM
4      C      PLOTTER.  THE OUTPUT IS FULL-SCALE.
5      C
6      C
7      C      COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
8      C      1NUM(10),P,ICOR,IS(15),THETA,KXD,KYD,IBF
9      C
10     C      IBL=IB
11     C      CONVERT JOB NUMBER TO I4 FORMAT
12     C      ENCODE (4,50,MT) IS(8)
13     C      50 FORMAT (I4)
14     C      SCALE FACTOR TO GIVE TRUE SIZE
15     C      CALL FACTOR (0.0005)
16     C      WRITE END OF DATA
17     C      IT=9
18     C      WRITE (2,100) IT,IT,IT,IT
19     C      REWIND 2
20     C
21     C      90 READ (2,100) ICOR,IAB,IX,IY
22     C      100 FORMAT (4A4)
23     C      X=FLOAT(IX)
24     C      Y=FLOAT(IY)
25     C      IB=MOD(IAB,100)
26     C      GO TO (200,170,90,200,200,200,200,200,300),IB
27     C      IB10=IB-9
28     C      GO TO (200,200,200,200),IB10
29     C      IF (IB.GE.50.AND.IB.LE.76) GO TO 260
30     C      GO TO 90
31     C
32     C      DRAW LINE
33     C      200 CALL PLOT (X,Y,2)
34     C      GO TO 90
35     C
36     C      NO LINE, MOVE ONLY
37     C      170 CALL PLOT (X,Y,3)
38     C      GO TO 90
39     C
40     C      PLOT LETTERS
41     C      260 I=IB-49
42     C      CALL SYMBOL (X,Y,250.,ILET(I),0,1)
43     C      GO TO 90
44     C
45     C      WRITE DIAGRAM NUMBER
46     C      300 CALL SYMBOL (0.1,0.1,400.,MT,0,4)
47     C      CALL PLOT (0.0,0.0,3)
48     C
49     C      WIND ON PAPER
50     C      CALL NUPAGE (4.0)
51     C      BACKSPACE 2
52     C      IB=IBL
53     C      RETURN
54     C      END

```

```

1      SUBROUTINE EM(I)
2
3      C
4      C      THIS SUBROUTINE CONVERTS THE BRAILLE CODE INTO THE
5      C      ACTUAL POSITIONS OF DOTS
6      C      IS(9)=1      AMERICAN BRAILLE CELL SIZE
7      C      IS(9)=2      ENGLISH BRAILLE CELL SIZE
8      C      IS(9)=3      GIANT DOT BRAILLE CELL
9      C      IS(9)=4      MICRO DOT BRAILLE CELL
10     C      THETA      ANGLE FROM THE HORIZONTAL FOR BRAILLE TEXT
11
12     COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
13     1NUM(10),P,ICOR,IS(15),THETA,KXD,KYD,IBF
14
15     C
16     IAB=2203
17     L=IC(I)
18     K1=L/100000
19     L=L-K1*100000
20     K2=L/10000
21     L=L-K2*10000
22     K3=L/1000
23     L=L-K3*1000
24     K4=L/100
25     L=L-K4*100
26     K5=L/10
27     K6=L-K5*10
28     SFBRL=1.0
29     IF (IS(9).EQ.3) SFBRL=1.25
30     IF (IS(9).EQ.4) SFBRL=0.75
31     DA=SFBRL*200.
32
33     C
34     IF (K1.EQ.1) WRITE (2,200) ICOR,IAB,IX,IY
35     IX=FLOAT(IX)+DA*SIN(THETA)
36     IY=FLOAT(IY)-DA*COS(THETA)
37     IF (K2.EQ.1) WRITE (2,200) ICOR,IAB,IX,IY
38     IX=FLOAT(IX)+DA*SIN(THETA)
39     IY=FLOAT(IY)-DA*COS(THETA)
40     IF (K3.EQ.1) WRITE (2,200) ICOR,IAB,IX,IY
41     IF (IS(9).EQ.2) GO TO 100
42     IX=FLOAT(IX)+DA*COS(THETA)
43     IY=FLOAT(IY)+DA*SIN(THETA)
44     GO TO 150
45     100 IX=FLOAT(IX)+180.*COS(THETA)
46     IY=FLOAT(IY)+180.*SIN(THETA)
47     150 IF (K6.EQ.1) WRITE (2,200) ICOR,IAB,IX,IY
48     IX=FLOAT(IX)-DA*SIN(THETA)
49     IY=FLOAT(IY)+DA*COS(THETA)
50     IF (K5.EQ.1) WRITE (2,200) ICOR,IAB,IX,IY
51     IX=FLOAT(IX)-DA*SIN(THETA)
52     IY=FLOAT(IY)+DA*COS(THETA)
53     IF (K4.EQ.1) WRITE (2,200) ICOR,IAB,IX,IY
54     IX=FLOAT(IX)+DA*1.5*COS(THETA)
55     IY=FLOAT(IY)+DA*1.5*SIN(THETA)
56
57     200 FORMAT (4A4)
58     RETURN
59     END

```



```

1      SUBROUTINE FIRST
2
3      C      THIS SUBROUTINE REGENERATES THE DISPLAY ON THE VDU
4      C
5      C      COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
6      1NUM(10),P,ICUR,IS(15),THETA,KXD,KYD,IBF
7      C
8      IS(2)=0
9      IS(3)=0
10     IBL=IB
11     REWIND 2
12     C      ERASES THE SCREEN
13     CALL ERASE
14     CALL TPLBT (0,0,0)
15     C
16     90 READ (2,100) ICUR,IAB,IX,IY
17     100 FORMAT (4A4)
18     C      CONVERTS REAL TO RASTER UNITS
19     KX=IX*(SF/40.0)-KXD
20     KY=IY*(SF/40.0)-KYD
21     IB=MOD(IAB,100)
22     GO TO (150,200,250,150,150,150,150,150,300),IB
23     IB9=IB-9
24     GO TO (150,150,150,150),IB9
25     IF (IB.GE.50.AND.IB.LE.76) GO TO 270
26     GO TO 90
27     C
28     C      DRAW LINE
29     150 CALL TPLBT (1,KX,KY)
30     GO TO 90
31     C
32     C      NO LINE, MOVE ONLY
33     200 CALL TPLBT (0,KX,KY)
34     GO TO 90
35     C
36     250 IF (KX.LT.0.OR.KY.LT.0) GO TO 90
37     IF (KX.GE.1023.OR.KY.GE.769) GO TO 90
38     C      DISPLAY DOT IF ON SCREEN
39     CALL TPLBT (0,KX-15,KY)
40     CALL ALPHA
41     OUTPUT (10) '!'
42     GO TO 90
43     C
44     C      PLOT LETTERS
45     270 CALL TPLBT (0,KX,KY)
46     CALL ALPHA
47     WRITE (10,280) ILET(IB-49)
48     280 FORMAT (A1)
49     GO TO 90
50     C
51     300 BACKSPACE 2
52     IB=IBL
53     RETURN
54     END

```

```

1      SUBROUTINE GECTAPE
2
3      C
4      C   THE NEXT FIVE SUBROUTINES FORM THE POST-PROCESSOR FOR
5      C   THE NUMERICALLY-CONTROLLED MACHINE TOOL.  THE PUNCHED
6      C   PAPER TAPE PRODUCED BY THESE SUBROUTINES IS THE DATA
7      C   TAPE FOR THE ENGRAVING PROGRAM ON THE GEC 90/2.
8      C
9      COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
10     1NUM(10),P,ICOR,IS(15),THETA,KXD,KYD,IBF
11     COMMON /X/ IARRAY(6),IAR(6),ARR(6),D1,D2,D3,XL,YL,XT,YT
12
13     C
14     IAT=IA
15     IBL=IB
16     C
17     WRITE END OF DATA
18     IT=9
19     WRITE (2,100) IT,IT,IT,IT
20     REWIND 2
21     XT=5.0
22     YT=5.0
23     IAL=0
24
25     C
26     C   STANDARD DATA FOR THE ENGRAVING PROGRAM
27     IARRAY(1)=8Z6AD30D6A
28     IARRAY(2)=8ZE940F4F0
29     IARRAY(3)=8Z40F4F00D
30     IARRAY(4)=8Z6AC8404B
31     IARRAY(5)=8ZF50D6AC1
32     IARRAY(6)=8Z40F1F04B
33     CALL GECPT (6,IARRAY)
34
35     C
36     90 XL=XT
37     YL=YT
38     READ (2,100) ICOR,IAB,IX,IY
39     100 FORMAT (4A4)
40     IA=IAB/100
41     IB=MOD (IAB,100)
42     IF (IB.EQ.9) GO TO 5000
43
44     C
45     IF (IA.EQ.IAL) GO TO 200
46     C
47     PUNCH NEW HEIGHT OF EMBOSsing
48     CALL GDEPTH (IA)
49     IAL=IA
50
51     C
52     C   CONVERT UNITS TO INCHES
53     200 XT=FLOAT(IX)/2000.
54     YT=FLOAT(IY)/2000.
55     C
56     CHECK THAT INSIDE MAXIMUM DIMENSIONS
57     IF (XI.LT.0.0.OR.XT.GT.10.0) GO TO 90
58     IF (YT.LT.0.0.OR.YT.GT.10.0) GO TO 90
59     D1=0.0
60     D2=0.0
61     D3=0.0
62     GO TO (310,90,330,340,350,360,370,380,5000,400,410,420)
63     IF A LETTER SYMBOL GO TO 1000

```

```

56      IF (IB.GE.50.AND.IB.LE.76) GO TO 1000
57      OUTPUT(108) IB
58      GO TO 90
59      C
60      C   ENGRAVE LINE
61      310 CALL GLINE (XL,YL,XT,YT)
62      GO TO 90
63      C
64      C   ENGRAVE DOT (SMALL CIRCLE)
65      330 CALL GLINE (XT,YT,XT,YT)
66      GO TO 90
67      C
68      C   ENGRAVE DOTTED LINE (IB=4)
69      340 D1=0.05
70      CALL GDOTS
71      GO TO 90
72      C
73      C   ENGRAVE DOTTED LINE TYPE 5
74      350 D1=0.15
75      CALL GDOTS
76      GO TO 90
77      C
78      C   ENGRAVE DOTTED LINE TYPE 6
79      360 D1=0.25
80      CALL GDOTS
81      GO TO 90
82      C
83      C   ENGRAVE DASHED LINE TYPE 7
84      370 D1=0.2
85      D2=0.2
86      CALL GDOTS
87      GO TO 90
88      C
89      C   ENGRAVE DASHED LINE TYPE 8
90      380 D1=0.1
91      D2=0.1
92      CALL GDOTS
93      GO TO 90
94      C
95      C   ENGRAVE DASHED LINE TYPE 10
96      400 D1=0.3
97      D2=0.2
98      CALL GDOTS
99      GO TO 90
100     C
101     C   ENGRAVE DOT-DASH LINE TYPE 11
102     410 D1=0.1
103     D2=0.2
104     D3=0.1
105     CALL GDOTS
106     GO TO 90
107     C
108     C   ENGRAVE DOT-DASH LINE TYPE 12
109     420 D1=0.2
110     D2=0.4
111     D3=0.2

```



```

112      CALL GDOTS
113      GO TO 90
114      C
115      C      ENGRAVE LETTER SYMBOL
116      1000 CALL GULET(ILET(IB-49),XT,YT)
117      GO TO 90
118      C
119      C      ENGRAVE JOB NUMBER AND UP HEAD
120      5000 CALL GDEPTH (10)
121      IARRAY(1)=8Z6AE940F9
122      IARRAY(2)=8Z40F9406A
123      IARRAY(3)=8ZC740F040
124      IARRAY(4)=8ZF0404040
125      IARRAY(5)=8Z400D6AC3
126      ENCODE (4,5500,IAR) IS(8)
127      5500 FORMAT (I4)
128      IARRAY(6)=IAR(1)
129      IARRAY(7)=8Z0D6A5CE4
130      IARRAY(8)=8Z406AC50D
131      CALL GECPT (8,IARRAY)
132      C
133      BACKSPACE 2
134      IA=IAT
135      IB=IBL
136      C
137      RETURN
138      END

```

```

1      SUBROUTINE GLINE (X1,Y1,X2,Y2)
2      C
3      C      THIS SUBROUTINE CREATES THE DATA TAPE FOR ENGRAVING
4      C      A LINE FROM (X1,Y1) TO (X2,Y2)
5      C
6      C
7      COMMON /X/ IARRAY(6),IAR(6),ARR(6),D1,D2,D3,XL,YL,XT,YT
8      C
9      C      IF A CONTINUATION LINE THEN USE COMPACT FORMAT
10     IF (X1.EQ.XS.AND.Y1.EQ.YS) GO TO 300
11     ARR(1)=X1
12     ARR(2)=Y1
13     C
14     C      IF A LINE OF ZERO LENGTH THEN ENGRAVE SMALL CIRCLE
15     IF (X1.EQ.X2.AND.Y1.EQ.Y2) GO TO 450
16     C
17     C      ENGRAVE LINE, FULL FORMAT
18     ARR(3)=X2
19     ARR(4)=Y2
20     ENCODE(24,100,IAR)ARR
21     100 FORMAT (4F5.2)
22     IARRAY(1)=8Z406AC440
23     DO 200 I=1,5
24     200 IARRAY(I+1)=IAR(I)
25     CALL GECPT (6,IARRAY)
26     GO TO 500
27     C
28     C      ENGRAVE LINE, COMPACT FORMAT
29     300 ARR(1)=X2
30     ARR(2)=Y2
31     ENCODE (12,350,IAR) ARR
32     350 FORMAT (2F5.2,2X)
33     IARRAY(1)=8Z6AC4405B
34     DO 400 I=1,3
35     400 IARRAY(I+1)=IAR(I)
36     CALL GECPT (4,IARRAY)
37     GO TO 500
38     C
39     C      ENGRAVE FULL-STOP (SMALL CIRCLE)
40     450 ARR(1)=ARR(1)-0.01
41     ENCODE (12,350,IAR) ARR
42     IARRAY(1)=8Z406AC740
43     DO 470 I=1,3
44     470 IARRAY(I+1)=IAR(I)
45     IARRAY(5)=8Z6AC34B05
46     CALL GECPT (5,IARRAY)
47     C
48     500 XS=X2
49     YS=Y2
50     C
51     RETURN
52     END

```

```

1      SUBROUTINE GDOTS
2
3      C      THIS SUBROUTINE ENGRAVES DOTTED, DASHED AND DOT-DASH
4      C      LINES AT ANY ANGLE.
5      C
6      C
7      COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
8      1NUM(10),P,ICOR,IS(15),THETA,KXD,KYD,IBF
9      COMMON /X/ IARRAY(6),IAR(6),ARR(6),D1,D2,D3,XL,YL,XT,YT
10     C
11     FRACT=ABS((XT-XL)/(YT-YL))
12     C      SET MAXIMUM VALUE OF THE TANGENT TO BE 500
13     IF (FRACT.GT.500.) FRACT=500.
14     Y1=D1/SQRT(1.0+FRACT*FRACT)
15     X1=FRACT*Y1
16     Y2=Y1*D2/D1
17     X2=FRACT*Y2
18     Y3=Y1*D3/D1
19     X3=FRACT*Y3
20     DIST=(XT-XL)**2+(YT-YL)**2
21     C
22     IF((YT-YL).GE.0.0) GO TO 20
23     Y1=-Y1
24     Y2=-Y2
25     Y3=-Y3
26     20 IF ((XT-XL).GE.0.0) GO TO 30
27     X1=-X1
28     X2=-X2
29     X3=-X3
30     C
31     30 XC=XL
32     YC=YL
33     90 XB=XC+X1
34     YB=YC+Y1
35     XC=XB+X2
36     YC=YB+Y2
37     DUST=(XC-XL)**2+(YC-YL)**2
38     IF (DUST.LT.DIST) GO TO 100
39     DUST=(XB-XL)**2+(YB-YL)**2
40     IF (DUST.GE.DIST) RETURN
41     IF (IB.GE.7) CALL GLINE (XB,YB,XT,YT)
42     RETURN
43     C
44     100 CALL GLINE (XB,YB,XC,YC)
45     IF (IB.LE.10) GO TO 90
46     XC=XC+X3
47     YC=YC+Y3
48     DUST=(XC-XL)**2+(YC-YL)**2
49     IF (DUST.GT.DIST) RETURN
50     CALL GLINE (XC,YC,XC,YC)
51     GO TO 90
52     C
53     END

```



```

1      SUBROUTINE G0LET(LET,X,Y)
2      C
3      C      THIS SUBROUTINE ENGRAVES LETTER SYMBOLS
4      C
5      C
6      DIMENSION ARR(2),IARR(10)
7      ARR(1)=X
8      ARR(2)=Y
9      ENCODE (12,20,IARR)ARR
10     20 FORMAT (2F5.2)
11     DO 50 I=1,3
12     50 IARR(7-I)=IARR(4-I)
13     IARR(1)=8Z6AE940F7
14     IARR(2)=8Z40F7400D
15     IARR(3)=8Z406AC740
16     IARR(7)=8Z40406AC3
17     IARR(8)=IAND(LET,8ZFF000000)+8Z00050D6A
18     IARR(9)=8ZE940F3F0
19     IARR(10)=8Z40F3FC0D
20     CALL GECPT (10,IARR)
21     C
22     RETURN
23     END

```

```

1      SUBROUTINE GDEPTH (IAT)
2      C
3      C      THIS SUBROUTINE SETS A NEW DEPTH FOR THE ENGRAVING
4      C      MACHINE
5      C
6      COMMON /X/ IARRAY(6),IAR(6),ARR(6),D1,D2,D3,XL,YL,XT,YT.
7      C
8      IARRAY(1)=IAT
9      ENCODE (4,300,IAR) IARRAY
10     300 FORMAT (I2,2X)
11     IAR(2)=IAR(1)
12     IAR(1)=8Z406A5CC4
13     C
14     C      PUNCH TAPE
15     CALL GECPT(2,IAR)
16     C
17     RETURN
18     END

```

```

1      SUBROUTINE IANEXT (N)
2      C
3      C      THIS SUBROUTINE ACCEPTS NUMERICAL DATA KEYED-IN FROM
4      C      THE VDU KEYBOARD
5      C
6      C      N=1      HEIGHT (IA)
7      C      N=2      LINE TYPE (IB)
8      C      N=3      DISPLAY SCALE FACTOR (SF)
9      C      N=4      SYMBOL NUMBER (IS(4))
10     C      N=5      CO-ORDINATE TABLE SCALE FACTOR (P)
11     C      N=6      SCALE FACTOR
12     C      N=7      X SCALE FACTOR
13     C      N=8      Y SCALE FACTOR
14     C      N=9      BRAILLE CELL SIZE (IS(9))
15     C      N=10     UNITS, INCHES OR METRIC (IS(10))
16     C      N=14     JOB NUMBER (IS(8))
17     C      N=15     SYMBOL SIZE (IS(11))
18     C      N=16     SYMBOL QUADRANT (IS(12))
19     C      N=17     LETTER INPUT
20     C      N=18     SPECIAL FUNCTIONS
21     C                     1      MANHATTAN
22     C                     2      SCISSOR
23     C
24     C
25     C      COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
26     C      INUM(10),P,ICOR,IS(15),THETA,KXD,KYD,IBF
27     C
28     C      IBD=0
29     C      IDT=4
30     C      ISTAT=0
31     C      IE=9
32     C      IF (N.EQ.17) GO TO 1700
33     C
34     C      MOVE DATA FROM BUFFER INTO STORE
35     C      CALL CMOVE (2,ICA,IBD,IDT,ISTAT)
36     C      DECODE (4,150,ICA),IT
37     C      150 FORMAT (I4)
38     C      GO TO (100,200,300,400,500,600,600,600,900,1000),N
39     C      N=N-13
40     C      GO TO (1400,1500,1600,1700,1800),N
41     C      GO TO 5000
42     C
43     C      HEIGHT, MAXIMUM VALUE=0.099 INCHES
44     C      100 IA=IT
45     C      IF (IS(10).EQ.2) IA=FLOAT(IA)/25.4
46     C      IF (IA.LT.99) GO TO 5000
47     C      CALL NEW (11)
48     C      IA=99
49     C      GO TO 5000
50     C
51     C      LINE TYPE, MAXIMUM VALUE=99
52     C      200 IB=IT
53     C      IF (IB.GT.99) CALL NEW(12)
54     C      GO TO 5000
55     C

```

```

56      C      DISPLAY SCALE FACTOR
57      300 SF=FLOAT(IT)*0.015
58          WRITE (2,350) IE,IE,IE,IE
59      350 FORMAT (4A4)
60      C      REGENERATE DISPLAY
61          CALL FIRST
62          GO TO 5000
63      C
64      C      SYMBOL NUMBER, MAXIMUM VALUE=53
65      400 IS(4)=IT
66          IF (IS(4).GT.53) CALL NEW (12)
67          GO TO 5000
68      C
69      C      CO-ORDINATE TABLE SCALE FACTOR
70      500 P=FLOAT(IT)/4.
71          GO TO 5000
72      C
73      C      SCALE FACTORS
74      600 WRITE (2,350) IE,IE,IE,IE
75          REWIND 2
76      650 READ (2,350) ICUR,IAB,IX,IY
77          BACKSPACE 2
78          IF (N.EQ.6.OR.N.EQ.7) IX=(IX*IT)/100
79          IF (N.EQ.6.OR.N.EQ.8) IY=(IY*IT)/100
80          WRITE (2,350) ICUR,IAB,IX,IY
81          IF (IAB.NE.9) GO TO 650
82          BACKSPACE 2
83          GO TO 5000
84      C
85      C      BRAILLE CELL SIZE, MAXIMUM VALUE = 4
86      900 IS(9)=IT
87          IF (IS(9).GT.4) CALL NEW(12)
88          GO TO 5000
89      C
90      C      UNITS, MAXIMUM VALUE = 2
91      1000 IS(10)=IT
92          IF (IS(10).GT.2) CALL NEW(12)
93          GO TO 5000
94      C
95      C      JOB NUMBER
96      1400 IS(8)=IT
97          GO TO 5000
98      C
99      C      SYMBOL SIZE
100     1500 IS(11)=IT
101         GO TO 5000
102     C
103     C      SYMBOL QUADRANT, MAXIMUM VALUE = 8
104     1600 IS(12)=IT
105         IF (IT.GT.8) CALL NEW(12)
106         GO TO 5000
107     C
108     C      LETTER INPUT, SINGLE CHARACTER
109     1700 ICA=8Z00000000
110         ICA=8Z00000000
111         CALL CMOVE (2,ICA,IBC,1,ISTAT)

```



```

112      ICA=ISL(ICA,-24)
113      DO 1750 I=1,26
114      LT=ISL(ILET(I),-24)
115      1750 IF (ICA.EQ.LT) GO TO 1780
116      GO TO 5000
117      1780 IB=I+49
118      GO TO 5000
119      C
120      C      SPECIAL FUNCTIONS
121      1800 IF (IT.EQ.1) CALL MANHATTAN
122      IF (IT.EQ.2) CALL SCISSOR
123      IF (IT.NE.3) GO TO 1850
124      C      LIST DATA ON LINE PRINTER
125      WRITE (2,350) IE,IE,IE,IE
126      REWIND 2
127      1820 READ (2,350) ICOR,IAB,IX,IY
128      WRITE (108,1830) ICOR,IAB,IX,IY
129      1830 FORMAT (4(5X,I5))
130      IF (IAB.NE.9) GO TO 1820
131      BACKSPACE 2
132      GO TO 5000
133      1850 CONTINUE
134      GO TO 5000
135      C
136      C      DISPLAY CROSSWIRES
137      5000 CALL JOYSTICK (2Z65)
138      C
139      END

```

```

1      SUBROUTINE INNER
2      C
3      C      THIS SUBROUTINE TRANSFERS TEXT FROM THE BUFFER INTO SIG
4      C
5      C
6      COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
7      1NUM(10),P,ICOR,IS(15),THETA,KXD,KYD,IBF
8      DIMENSION ICHAR(81)
9      C
10     DO 105 I=1,81
11     105 ICHAR(I)=8Z40404040
12     C
13     ISTAT=0
14     IBD=0
15     CALL CMOVE (2,ICHAR,IBD,IS(7),ISTAT)
16     IS(1)=0
17     ID=IS(7)/4+1
18     DO 200 I=1,ID
19     200 CALL LETTER (ICHAR(I))
20     C
21     ICOR=ICOR+1
22     C      DISPLAY CROSSWIRES
23     CALL JOYSTICK(2Z65)
24     END

```

```

1      SUBROUTINE JOYCON
2
3      C      THIS SUBROUTINE READS THE (X,Y) CO-ORDINATES OF THE
4      C      CROSSWIRES AND CONVERTS FROM RASTER TO REAL UNITS.
5      C      THE CHARACTER INPUT FROM THE KEYBOARD THEN DETERMINES
6      C      THE ACTION TO BE TAKEN.
7
8      C
9      COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
10     INUM(10),P,ICOR,IS(15),THETA,KXD,KYD,IBF,
11     DIMENSION JPUN (10)
12     DATA JPUN/' ; , - = , , , , , , : , , / , , \ , , , , , , ' /
13
14     C      SET-UP DEFAULT VALUES
15     ISP=8Z000000000
16     ISTAT=0
17     IDT=4
18     IT=9
19
20     C      MOVE JOYSTICK INFORMATION FROM THE BUFFER INTO STORE
21     CALL JOYXY (IL,IX,IY)
22
23     C      ADJUST FOR RELATIVE DISPLAY ORIGIN
24     KX=IX
25     KY=IY
26
27     C      CONVERT TO REAL UNITS
28     IX=(IX+KXD)*40./SF
29     IY=(IY+KYD)*40./SF
30
31     C
32     DO 120 I=1,26
33         LT=ISL(ILET(I),-24)
34     120 IF (IL.EQ.LT) GO TO 130
35         DO 125 I=1,10
36             LT=ISL(INUM(I),-24)
37             JT=ISL(JPUN(I),-24)
38             IF (IL.EQ.JT) GO TO 150
39     125 IF (IL.EQ.LT) GO TO 135
40             GO TO 1000
41
42     C
43     130 GO TO (210,220,230,240,250,260,270,280,290,300),I
44         I=I-10
45         GO TO (310,320,330,340,350,360,370,380,390,400),I
46         I=I-10
47         GO TO (410,420,430,440,450,460),I
48     135 GO TO (500,510,520,530,540,550,560,570,580,590),I
49     150 GO TO (260,600,610,620,630,640,650,230,230,230),I
50
51     C
52     C      A      HEIGHT OF EMBOSSING
53     210 CALL NEW(1)
54         GO TO 1400
55
56     C
57     B      BRAILLE

```

```

56      220 SFBRL=1.0
57      ICOR=ICOR+1
58      C   SETS BRAILLE CELL SIZE
59      IF (IS(9).EQ.3) SFBRL=1.25
60      IF (IS(9).EQ.4) SFBRL=0.75
61      IX=IX-400.*SFBRL*SIN(THETA)
62      IY=IY+400.*SFBRL*COS(THETA)
63      CALL ALPHA
64      IS(7)=80
65      KYT=KY-20.*SF*SFBRL
66      C   PUT PLOTTING AT THE BEGINNING OF THE NEXT LINE
67      CALL TPL0T (0,KX,KYT)
68      CALL TPL0T (-1,KX,KYT)
69      CALL TPL0T (0,KX,KY)
70      CALL ALPHA
71      C   READ IN UP TO 80 CHARACTERS
72      CALL CREAD (2,IS(7),ISTAT,2Z64)
73      GO TO 1500
74      C
75      C   C   MENU, DISPLAY LIST OF COMMANDS ON RH SIDE OF SCREEN
76      230 CALL LIST
77      GO TO 1000
78      C
79      C   D   DELETE WHOLE MACROS
80      240 CALL DELETE (1)
81      GO TO 1000
82      C
83      C   E   END, RELEASE PROGRAM FROM FOREGROUND
84      250 WRITE (2,265) IT,IT,IT,IT
85      REWIND 2
86      CALL CST0P(2)
87      CALL RLS0V
88      GO TO 1000
89      C
90      C   F   MOVE, ONLY ELEMENTS AND NOT COMPLETE MACROS
91      260 CALL VM0VE (1)
92      GO TO 1000
93      C
94      C   ;   FIRST POINT OF A LINE, LINE TYPE 2
95      263 IAB=IA*100+2
96      WRITE (2,265) ICOR,IAB,IX,IY
97      265 FORMAT (4A4)
98      LASTX=KX-KXD
99      LASTY=KY-KYD
100     CALL ALPHA
101     C   DRAW PLOTTING DMT
102     CALL TPL0T (0,KX,KY)
103     CALL TPL0T (-1,KX,KY)
104     IF (IS(14).NE.2) ICOR=ICOR+1
105     GO TO 1000
106     C
107     C   G   GEC TAPE, GENERATE PUNCHED PAPER TAPE FOR DATA TO
108     C   THE ENGRAVING PROGRAM ON THE GEC 90/2 COMPUTER
109     C   PUNCH BLANK LEADER TAPE (4 INCHES)
110     270 DO 275 I=1,10
111     275 WRITE (128,265) ISP,ISP,ISP,ISP

```



```

112          CALL GECTAPE
113          DO 278 I=1,10
114      278 WRITE (128,265) ISP,ISP,ISP,ISP
115          GO TO 1000
116      C
117      C      H    P/T INPUT, READS DATA FROM PAPER TAPE
118      280 REWIND 2
119          ISS=2
120      C      READ SYMBOL NUMBER, JOB NUMBER AND BRAILLE CELL SIZE
121          READ (125,368) IS(4),ISS,IS(8),IS(9)
122      285 READ (125,368) ICOR,IAB,IX,IY
123          WRITE (2,265) ICOR,IAB,IX,IY
124          IF (IAB.NE.9) GO TO 285
125      C      REGENERATE DISPLAY
126          CALL FIRST
127          GO TO 1000
128      C
129      C      I    REGENERATE DISPLAY
130      290 WRITE (2,265) IT,IT,IT,IT
131          CALL FIRST
132          GO TO 1000
133      C
134      C      J    D. BOARD, INPUT OF DATA FROM CO-ORDINATE TABLE
135      300 CONTINUE
136          IBF=IB
137          IF (IS(6).EQ.0) CALL NEW(13)
138      C      DISABLE VDU INTERRUPTS
139          CALL DISAB (2Z64,2Z65,2Z6A)
140      C      ENABLE CO-ORDINATE TABLE INTERRUPTS
141          CALL ENAB (2Z66,2Z67,2Z68)
142          GO TO 1500
143      C
144      C      K    TYPE IB, INPUT NEW LINE TYPE
145      310 CALL NEW(2)
146          GO TO 1400
147      C
148      C      L    LINE, DRAW LINE FROM PRESENT POSITION
149      320 IAB=IA*100+IB
150      C      IF MACRO DO NOT INCREMENT CORRELATION VALUE
151          IF (IS(14).NE.2) ICOR=ICOR+1
152          WRITE (2,265) ICOR,IAB,IX,IY
153          IF (IS(14).NE.2) ICOR=ICOR+1
154          CALL TPLBT (0,LASTX,LASTY)
155          IF (IB.EQ.3) CALL ALPHA
156          IF (IB.GE.50.AND.IB.LE.76) GO TO 325
157      C      DRAW LINE
158          CALL TPLBT (1,KX,KY)
159          LASTX=KX-KXD
160          LASTY=KY-KYD
161          GO TO 1000
162      325 CALL TPLBT (0,KX,KY)
163          I=IB-49
164          CALL ALPHA
165      C      DRAW LETTER
166          CALL CWRITE (2,ILET(1),0,1,ISTAT)
167          GO TO 1000

```

```

168 C
169 C M MOVE, COMPLETE MACRO
170 330 CALL VMOVE (2)
171 GO TO 1000
172 C
173 C N NEXT, SCRATCH DATA FILE AND ERASE SCREEN
174 340 IF (IS(13).EQ.2) GO TO 345
175 IS(13)=2
176 GO TO 1100
177 C
178 345 IS(13)=1
179 REWIND 2
180 J1=0
181 J2=2
182 ICOR=10
183 WRITE (2,265) J1,J2,J1,J1
184 WRITE (2,265) IT,IT,IT,IT
185 C REGENERATE DISPLAY
186 CALL FIRST
187 C INCREMENT JOB NUMBER
188 IS(8)=IS(8)+1
189 GO TO 1000
190 C
191 C U SCALE, CHANGE DISPLAY SCALE FACTOR
192 350 CALL NEW(3)
193 GO TO 1400
194 C
195 C P P/T DUMP, PUNCH DATA ON PAPER TAPE
196 360 WRITE (2,265) IT,IT,IT,IT
197 REWIND 2
198 DO 362 I=1,10
199 C PUNCH BLANK LEADER TAPE (4 INCHES)
200 362 WRITE (128,265) ISP,ISP,ISP,ISP
201 ISS=2
202 C PUNCH SYMBOL NUMBER, JOB NUMBER AND BRAILLE CELL SIZE
203 WRITE (128,368) IS(4),ISS,IS(8),IS(9)
204 C PUNCH DATA IN COMPACT FORMAT (SQUEEZE ON DATA FILE)
205 READ (2,265) ICORA,IABA,IXA,IYA
206 363 IBT1=MOD(IABA,100)
207 READ (2,265) ICORB,IABB,IXB,IYB
208 IBT2=MOD(IABB,100)
209 IF (IBT1.EQ.2.AND.IBT2.EQ.2) GO TO 364
210 WRITE (128,368) ICORA,IABA,IXA,IYA
211 IF (IBT2.EQ.9) GO TO 366
212 364 ICORA=ICORB
213 IABA=IABB
214 IXA=IXB
215 IYA=IYB
216 GO TO 363
217 366 WRITE (128,368) IT,IT,IT,IT
218 368 FORMAT (4I5)
219 BACKSPACE 2
220 DO 369 I=1,10
221 369 WRITE (128,265) ISP,ISP,ISP,ISP
222 GO TO 1000
223 C

```

```

224      C      Q      PLOT, OUTPUT ON DIGITAL PLOTTER
225      370 CALL DPL0T
226      GO TO 1000
227      C
228      C      R      D. SCALE, CHANGE SCALE FACTOR FROM CO-ORDINATE
229      C      TABLE (P)
230      380 CALL NEW(5)
231      GO TO 1400
232      C
233      C      S      SYM TYPE, CHANGE SYMBOL NUMBER
234      390 CALL NEW(4)
235      GO TO 1400
236      C
237      C      T      SYM POS, POSITION STANDARD SYMBOL ON THE SCREEN
238      400 CALL SYMB
239      GO TO 1000
240      C
241      C      U      RESET, RESETS DEFAULT VALUES AND REGENERATES DISPLA
242      410 SF=1.5
243      THETA=0.0
244      KXD=0
245      KYD=0
246      IS(6)=0
247      WRITE (2,265) IT,IT,IT,IT
248      CALL FIRST
249      C      DISPLAY CURRENT VALUES AT THE TOP OF THE SCREEN
250      CALL NEW(20)
251      GO TO 1000
252      C
253      C      V      GRID, DRAWS A 1 INCH GRID ON THE SCREEN
254      420 INCR=50.*SF
255      421 JY=0
256      JX=0
257      DO 422 J=1,11
258      CALL TPL0T (0,JX-KXD,-KYD)
259      CALL TPL0T (1,JX-KXD,10*INCR-KYD)
260      JX=JX+INCR
261      CALL TPL0T (0,-KXD,JY-KYD)
262      CALL TPL0T (1,10*INCR-KXD,JY-KYD)
263      422 JY=JY+INCR
264      GO TO 1000
265      C
266      C      W      SIZE, CHANGES THE REAL SIZE OF THE MAP
267      430 CALL NEW(6)
268      GO TO 1400
269      C
270      C      X      X SIZE, CHANGES THE REAL SIZE IN THE X AXIS
271      440 CALL NEW(7)
272      GO TO 1400
273      C
274      C      Y      Y SIZE, CHANGES THE REAL SIZE IN THE Y AXIS
275      450 CALL NEW(8)
276      GO TO 1400
277      C
278      C      Z      SPECIAL FUNCTIONS
279      460 CALL NEW(18)

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280      GO TO 1400
281      C
282      C      1    BRL TYPE, DETERMINES THE SIZE OF THE BRAILLE CELL
283      500 CALL NEW(9)
284      GO TO 1400
285      C
286      C      2    UNITS, INCHES OR METRIC
287      510 CALL NEW(10)
288      GO TO 1400
289      C
290      C      3    CM GRID, DRAWS A 1 CM GRID ON THE SCREEN
291      520 INCR=50.*SF/2.54
292      GO TO 421
293      C
294      C      4    CHECKOUT, OUTPUTS THE CURRENT VALUES AT TOP OF SCREEN
295      530 CALL NEW(20)
296      GO TO 1000
297      C
298      C      5    OK DEL, DELETES SINGLE ELEMENTS BUT NOT WHOLE MACRO:
299      C      THE DISPLAY IS NOT REGENERATED
300      540 CALL DELETE (2)
301      GO TO 1000
302      C
303      C      6    JOB NUMBER, MAXIMUM VALUE = 9999
304      550 CALL NEW(14)
305      GO TO 1400
306      C
307      C      7    LETTERS, SETS UP SINGLE LETTER POINT SYMBOLS
308      560 CALL NEW(17)
309      CALL CREAD (2,1,IS(1),2Z6A)
310      GO TO 1500
311      C
312      C      8    SYMBOL SIZE
313      570 CALL NEW(15)
314      GO TO 1400
315      C
316      C      9    SYMBOL QUADRANT
317      580 CALL NEW(16)
318      GO TO 1400
319      C
320      C      0    MACRO START, BEGINNING OF GROUP DEFINITION
321      590 IS(14)=2
322      GO TO 1000
323      C
324      C      -    MACRO END, END OF GROUP DEFINITION
325      600 IS (14)=1
326      ICOR=ICOR+1
327      GO TO 1000
328      C
329      C      ,    ORIGIN, CHANGES ABSOLUTE ORIGIN
330      610 IF (IS(3).EQ.2) GO TO 615
331      C      OLD ORIGIN
332      IS(3)=2
333      IXT=IX
334      IYT=IY
335      CALL TPL0T (0,KX,KY)

```

```

336          CALL TPL0T (-1,KX,KY)
337          GO TO 1000
338      C
339      C      NEW ORIGIN
340      615 IS(3)=0
341          IXT=IX-IXT
342          IYT=IY-IYT
343          WRITE (2,265) IT,IT,IT,IT
344          REWIND 2
345      617 READ (2,265) ICOR,IAB,IX,IY
346          BACKSPACE 2
347          IX=IX-IXT
348          IY=IY-IYT
349          WRITE (2,265) ICOR,IAB,IX,IY
350          IF (IAB.NE.9) GO TO 617
351      C      REGENERATE DISPLAY
352          CALL FIRST
353          GO TO 1000
354      C
355      C      .   ANGLE FROM THE HORIZONTAL FOR BRAILLE TEXT
356      620 IF (IS(3).EQ.3) GO TO 625
357      C      FIRST POINT
358          IS(3)=3
359          IXT=IX
360          IYT=IY
361          CALL TPL0T (0,KX,KY)
362          CALL TPL0T (-1,KX,KY)
363          GO TO 1000
364      C
365      C      SECOND POINT
366      625 IS(3)=0
367          THETA=ATAN(FLOAT(IY-IYT)/FLOAT(IX-IXT))
368          GO TO 1000
369      C
370      C      :   DISPLAY ORIGIN
371      630 IF (IS(3).EQ.4) GO TO 635
372      C      FIRST POINT
373          IS(3)=4
374          KX1=KX
375          KY1=KY
376          CALL TPL0T (0,KX,KY)
377          CALL TPL0T (-1,KX,KY)
378          GO TO 1000
379      C
380      C      SECOND POINT
381      635 IS(3)=0
382          KXD=KX-KX1+KXD
383          KYD=KY-KY1+KYD
384          WRITE (2,265) IT,IT,IT,IT
385      C      REGENERATE DISPLAY
386          CALL FIRST
387          GO TO 1000
388      C
389      C      /   DISPLAY HEIGHT AND TYPE OF LINE
390      640 IAL=IA
391          IBL=IB

```

```

392          CALL DELETE (3)
393          IA=IAL
394          IB=IBL
395          GO TO 1000
396      C
397      C      DOT GRID
398          650 INCR=5.*SF
399          JX=KX
400          JY=KY
401          DO 655 I=1,5
402          DO 652 J=1,5
403          CALL TPL0T (0,JX-KXD,JY-KYD)
404          CALL TPL0T (-1,JX-KXD,JY-KYD)
405          652 JX=JX+INCR
406          JX=KX
407          655 JY=JY+INCR
408          GO TO 1000
409      C
410      C      DISPLAY CROSSWIRES
411          1000 IS(13)=1
412          1100 CALL JOYSTIK (2Z65)
413          RETURN
414      C
415      C      READ FOUR CHARACTERS
416          1400 CALL CREAD (2,IDT,ISTAT,2Z6A)
417          1500 CONTINUE
418      C
419          END

```



```

1      SUBROUTINE LETTER (ICAR)
2      C
3      C      THIS SUBROUTINE CONVERTS TEXT TO GRADE 1 BRAILLE
4      C
5      C
6      COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
7      1NUM(10),P,ICOR,IS(15),THETA,KXD,KYD,IBF
8      C
9      DIMENSION IAN(8),JPUNCT(10)
10     DATA JPUNCT/' ',':',';','!','@','( ','- ','_ ','/ '
11     DATA JSPACE /' '/
12     C
13     DO 100 I=1,8
14     100 IAN(I)=8Z40404040
15     C
16     C      PUT 1 CHARACTER PER WORD AND FOLLOW WITH 3 SPACES
17     C      DECODE (16,120,ICAR) IAN
18     120 FORMAT (4A1)
19     C
20     DO 450 J=1,4
21     IF (IAN(J).EQ.JSPACE) GO TO 380
22     C
23     C      CHECK IF A LETTER
24     DO 300 I=1,26
25     300 IF (IAN(J).EQ.ILET(I)) GO TO 400
26     C
27     C      CHECK IF A NUMERAL
28     DO 310 I=1,10
29     310 IF (IAN(J).EQ.NUM(I)) GO TO 390
30     C
31     C      CHECK IF A PUNCTUATION SIGN
32     DO 320 K=1,10
33     IF (IAN(J).NE.JPUNCT(K)) GO TO 320
34     I=K+27
35     GO TO 400
36     C
37     320 CONTINUE
38     380 CALL EM (37)
39     GO TO 450
40     C
41     C      IF PREVIOUS CHARACTER WAS A NUMERAL DO NOT REPEAT THE
42     C      NUMERAL SIGN
43     390 IF (IS(1).EQ.1) GO TO 410
44     IS(1)=1
45     CALL EM(27)
46     GO TO 410
47     C
48     400 IS(1)=0
49     IF (I.GT.26) IS(1)=1
50     410 CALL EM(I)
51     450 CONTINUE
52     C
53     RETURN
54     END

```

```

1      SUBROUTINE LINE (JX,JY)
2      C
3      C      DRAWS LINE FROM CURRENT POSITION TO (JX,JY)
4      C
5      C
6      COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
7      1NUM(10),P,ICOR,IS(15),THETA,KXD,KYD,IBF
8      C
9      IAB=IA*100+IB
10     WRITE (2,200) ICOR,IAB,JX,JY
11     200 FORMAT (4A4)
12     C
13     C      PLOT ON VDU
14     KX=JX*(SF/40.)-KXD
15     KY=JY*(SF/40.)-KYD
16     IF (IB.EQ.3) GO TO 300
17     IF (IB.GE.50.AND.IB.LE.76) GO TO 400
18     IF (IB.EQ.2) CALL TPL0T (0,KX,KY)
19     IF (IB.NE.2) CALL TPL0T (1,KX,KY)
20     RETURN
21     C
22     C      DRAW A FULL-STOP
23     300 CALL TPL0T (0,KX-15,KY)
24     CALL ALPHA
25     OUTPUT (10) ' '
26     RETURN
27     C
28     C      PLOT LETTER
29     400 CALL TPL0T (0,KX,KY)
30     WRITE (10,450) ILET(IB-49)
31     450 FORMAT (A1)
32     C
33     RETURN
34     END

```

C
C
C
C
C

C

C

```

      DO 100 I=1,39
      CALL TPL0T(0,850,750-I*17)
      CALL ALPHA
100  WRITE (10,150) (MES(J,I),J=1,3)
150  FORMAT (1X,3A4)
      DO 200 I=1,4
      CALL TPL0T (0,850,87-I*17)
      CALL ALPHA
200  WRITE (10,150) (MIS(J,I),J=1,3)

      RETURN
      END

```



```

1      SUBROUTINE MANHATTAN
2      C
3      C      THIS SUBROUTINE MAKES LINES WHICH ARE NEARLY VERTICAL
4      C      OR HORIZONTAL SO THAT THEY ARE ALONG THE AXES.  MACROS
5      C      ARE TREATED AS A SINGLE UNIT AND ARE MOVED COMPLETE.
6      C
7      C
8      ITOL=10
9      IX=0
10     IY=0
11     ICOR=0
12     C      WRITE END OF DATA
13     IT=9
14     WRITE (2,50) IT,IT,IT,IT
15     50 FORMAT (4A4)
16     REWIND 2
17     C
18     90 IXL=IX
19     IYL=IY
20     ICORL=ICOR
21     READ (2,50) ICOR,IAB,IX,IY
22     IF (IAB.EQ.9) GO TO 1000
23     IF (ICOR.EQ.ICORL) GO TO 250
24     IDIFX=0
25     IDIFY=0
26     IF (IABS(IX-IXL)*ITOL.GT.IABS(IY-IYL)) GO TO 200
27     IF (IABS(IX-IXL).GT.300) GO TO 200
28     IDIFX=IX-IXL
29     IX=IXL
30     GO TO 300
31     C
32     200 IF (IABS(IY-IYL)*ITOL.GT.IABS(IX-IXL)) GO TO 90
33     IF (IABS(IY-IYL).GT.300) GO TO 90
34     IDIFY=IY-IYL
35     IY=IYL
36     GO TO 300
37     C
38     250 IX=IX-IDIFX
39     IY=IY-IDIFY
40     300 BACKSPACE 2
41     WRITE (2,50) ICOR,IAB,IX,IY
42     GO TO 90
43     C
44     C      REGENERATE DISPLAY
45     1000 CALL FIRST
46     C
47     RETURN
48     END

```

```

1      SUBROUTINE NEW(K)
2      C
3      C      THIS SUBROUTINE WRITES MESSAGES IN THE TOP LEFT-HAND
4      C      CORNER OF THE SCREEN
5      C
6      C
7      COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
8      1NUM(10),P,ICOR,IS(15),THETA,KXD,KYD,IBF
9      C
10     DIMENSION MESB(2,4),MESS(4),MES(4,18)
11     DATA MES/'HEIGHT OF LINE =','TYPE OF LINE = ','SCALE
12     1'SYMBOL NUMBER = ','BOARD SCALE = ','SIZE OF DIAGRAM
13     2'X SCALE FACTOR = ','Y SCALE FACTOR = ','TYPE OF BRAILLE
14     3'INCHES OR METRIC','DEPTH TOO LARGE ','VALUE TOO LARGE
15     4'CALIBRATE TABLE ','JOB NUMBER = ','SYMBOL SIZE =
16     5'SYMBOL QUADRANT ','SYMBOL LETTER = ','SPECIAL FUNCTION
17     DATA MESB/'AMERICAN','ENGLISH ','GIANTDOT','MICRODOT'/
18     C
19     IS(5)=K
20     C      SET CURSOR TO TLHC
21     CALL HOME
22     CALL ALPHA
23     ISTAT=0
24     IF (IS(2).EQ.0) GO TO 30
25     ITOT=IS(2)
26     C
27     C      GIVE RIGHT NUMBER OF LINE FEEDS SO THAT DO NOT
28     C      OVER-WRITE PREVIOUS MESSAGE
29     DO 20 I=1,ITOT
30     CALL CWRITE (2,2215,3,1,ISTAT)
31     C
32     30 IS(2)=IS(2)+1
33     IF (K.EQ.20.OR.K.EQ.21) GO TO 100
34     C      WRITE MESSAGE
35     WRITE (10,50) (MES(I,K),I=1,4)
36     50 FORMAT (4A4)
37     RETURN
38     C
39     100 IF (IS(10).EQ.2) GO TO 150
40     C
41     C      OUTPUT HEIGHT AND TYPE OF LINE, INCHES
42     WRITE (10,120) IA,IB
43     120 FORMAT ('HEIGHT OF LINE =',I4,' THOU',4X,'TYPE OF LIN
44     GO TO 200
45     C
46     150 IAT=IFIX(FLOAT(IA)*25.4)
47     C
48     C      OUTPUT HEIGHT AND TYPE OF LINE, METRIC
49     WRITE (10,170)IAT,IB
50     170 FORMAT ('HEIGHT OF LINE =',I4,' MICRONS',2X,'TYPE OF L
51     200 IF (K.EQ.21) RETURN
52     C      CARRIAGE RETURN
53     CALL CWRITE (2,2215,3,1,ISTAT)
54     C
55     C      OUTPUT SYMBOL NUMBER AND BRAILLE CELL SIZE

```

```

56      WRITE (10,220) IS(4),MESH(1,IS(9)),MESB(2,IS(9))
57      220 FORMAT ('SYMBOL NUMBER =',I4,4X,'TYPE OF BRAILLE =',2A4)
58      IPT=P*4.
59      CALL CWRITE (2,2215,3,1,ISTAT)
60      C
61      C      OUTPUT CO-ORDINATE TABLE SCALE FACTOR AND SYMBOL SIZE
62      WRITE (10,250) IPT,IS(11)
63      250 FORMAT ('D. BOARD SCALE =',I4,4X,'SYMBOL SIZE =',I4)
64      CALL CWRITE (2,2215,3,1,ISTAT)
65      C
66      C      OUTPUT SYMBOL QUADRANT AND JOB NUMBER
67      WRITE (10,300) IS(12),IS(8)
68      300 FORMAT ('QUADRANT =',I4,10X,'JOB NUMBER =',I4)
69      IS(2)=IS(2)+3
70      C
71      RETURN
72      END

```

```

1      SUBROUTINE SCISSOR
2      C
3      C      THIS SUBROUTINE DELETES ALL LINES AND DOTS WHICH ARE
4      C      OUTSIDE THE RANGE OF THE ENGRAVING MACHINE (10 INS SQ)
5      C
6      C
7      C      WRITE END OF DATA
8      IT=9
9      WRITE (2,100) IT,IT,IT,IT
10     100 FORMAT (4A4)
11     REWIND 2
12     IX=0
13     IY=0
14     C
15     200 IXL=IX
16     IYL=IY
17     READ (2,100) ICOR,IAB,IX,IY
18     IF (IAB.EQ.9) GO TO 400
19     C
20     C      IF CURRENT VALUE INSIDE RANGE GO TO 200
21     IF (IX.GE.0.AND. IX.LT.20000.AND. IY.GE.0.AND. IY.LT.20000)
22     1GO TO 200
23     C
24     C      IF LAST VALUE INSIDE RANGE GO TO 200
25     IF (IXL.GE.0.AND. IXL.LT.20000.AND. IYL.GE.0.AND. IYL.LT.200
26     2 GO TO 200
27     C
28     C      WRITE NO LINE, MOVE ONLY
29     IAB=(IAB/100)*100+2
30     BACKSPACE 2
31     WRITE (2,100) ICOR,IAB,IX,IY
32     GO TO 200
33     C
34     C      REGENERATE DISPLAY
35     400 CALL FIRST
36     C
37     RETURN
38     END

```



```

1      SUBROUTINE SYMB
2      C
3      C      THIS SUBROUTINE READS THE SYMBOL DATA FROM DISC AND
4      C      POSITIONS THE SYMBOL ON THE SCREEN.  THE DATA IS
5      C      STORED IN A PERMANENT FILE IN AREA D1.
6      C
7      C
8      COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
9      1NUM(10),P,ICOR,IS(15),THETA,KXD,KYD,IBF
10     C
11     IBL=IB
12     IST=IS(4)-1
13     REWIND 5
14     IF (IST.EQ.0) GO TO 200
15     C
16     DO 200 I=1,IST
17     50 READ (5,100) JAB,JX,JY
18     100 FORMAT (3A4)
19     IF (JAB.EQ.99) RETURN
20     IF (JAB.NE.9) GO TO 50
21     200 CONTINUE
22     C
23     C      NO LINE, MOVE ONLY
24     IB=2
25     CALL LINE (IX,IY)
26     C
27     300 READ (5,100) IB,JX,JY
28     IF (IB.EQ.9) GO TO 400
29     JX=FLOAT(JX*IS(11))/100.
30     JY=FLOAT(JY*IS(11))/100.
31     IF (IS(12).EQ.2.OR.IS(12).EQ.3) JX=-JX
32     IF (IS(12).EQ.3.OR.IS(12).EQ.4) JY=-JY
33     IF (IS(12).LT.5) GO TO 350
34     JXT=JX
35     JX=JY
36     JY=JXT
37     IF (IS(12).EQ.6.OR.IS(12).EQ.7) JX=-JX
38     IF (IS(12).EQ.7.OR.IS(12).EQ.8) JY=-JY
39     C      PLOT LINE
40     350 CALL LINE (JX+IX,JY+IY)
41     GO TO 300
42     C
43     400 IB=IBL
44     ICOR=ICOR+1
45     C
46     RETURN
47     END

```

```

1      SUBROUTINE VMØVE (N)
2      C
3      C      THIS SUBROUTINE MØVES AN END PØINT ØF A LINE ØR A
4      C      COMPLETE MACRØ
5      C
6      C
7      COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
8      1NUM(10),P,ICØR,IS(15),THETA,KXD,KYD,IBF
9      C
10     C      WRITE END ØF DATA
11     C      IT=9
12     C      WRITE (2,50) IT,IT,IT,IT
13     50 FORMAT (4A4)
14     C      REWIND 2
15     C
16     C      CONVERT TØ REAL UNITS
17     C      IX=IFIX(FLOAT(KX)*40./SF)
18     C      IY=IFIX(FLOAT(KY)*40./SF)
19     C      IF (IS(3).EQ.1) GØ TØ 300
20     C      ICT=0
21     C      ITØL=100./SF
22     C
23     90 READ (2,50) ICØR, IAB, JX, JY
24     C      IF (IAB.EQ.9) GØ TØ 200
25     C      ICT=ICT+1
26     C      IXT=JX+ITØL
27     C      IXB=JX-ITØL
28     C      IYT=JY+ITØL
29     C      IYB=JY-ITØL
30     C      IF (IY.LE.IYB.OR.IY.GE.IYT) GØ TØ 90
31     C      IF (IX.LE.IXB.OR.IX.GE.IXT) GØ TØ 90
32     C      KX=IFIX(FLOAT(JX)*SF/40.)-KXD
33     C      KY=IFIX(FLOAT(JY)*SF/40.)-KYD
34     C
35     C      DISPLAY PLOTTING DØT TØ INDICATE THAT THE PØINT HAS
36     C      BEEN DETECTED
37     C      CALL ALPHA
38     C      CALL TPLØT (0,KX,KY)
39     C      CALL TPLØT(-1,KX,KY)
40     C      ITØT=ICT
41     C      IS(3)=1
42     C      GØ TØ 90
43     C
44     200 BACKSPACE 2
45     C      RETURN
46     C
47     C      MØVE TØ NEW PØITION
48     300 DO 350 I=1,ITØT
49     C      READ (2,50) ICØR, IAB, JX, JY
50     350 IF (IAB.EQ.9) GØ TØ 400
51     360 BACKSPACE 2
52     C      IF (ITØT.EQ.1) GØ TØ 370
53     C      IAB=JAB
54     C      BACKSPACE 2
55     C      READ (2,50) ICØRT, JAB, JXT, JYT

```

```

56         IF (ICORT.EQ.ICOR.AND.N.EQ.2) GO TO 360
57         READ (2,50) ICORT,IAB,JXT,JYT
58         BACKSPACE 2
59     370  IXT=IX+JXT-JX
60         IYT=IY+JYT-JY
61         WRITE (2,50) ICOR,IAB,IXT,IYT
62         READ (2,50) ICORT,IAB,JXT,JYT
63         BACKSPACE 2
64         IF (IAB.EQ.9) GO TO 400
65         IF (ICORT.EQ.ICOR.AND.N.EQ.2) GO TO 370
66     400  IS(3)=0
67     500  READ (2,50) ICOR,IAB,IX,IY
68         IF (IAB.NE.9) GO TO 500
69         BACKSPACE 2
70     C
71         RETURN
72         END

```



```

1      SUBROUTINE COORDS
2      C
3      C      THIS SUBROUTINE CONVERTS THE VOLTAGES FROM THE
4      C      CO-ORDINATE TABLE TO (X,Y) VALUES. IT ALSO ALLOWS
5      C      FOR THE CALIBRATION OF THE TABLE.
6      C
7      C
8      COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
9      1NUM(10),P,ICOR,IS(15),THETA,KXD,KYD,IBF
10     C
11     ISTAT=0
12     GO TO (200,550,800),IS(6)
13     GO TO 2000
14     C
15     C      FIRST CALIBRATION POINT, TOP LEFT-HAND CORNER
16     200 XTLHC=XY(1)
17         YTLHC=XY(2)
18         OUTPUT (10) 'NOW TOP RIGHT HAND CORNER'
19         RETURN
20     C
21     C      SECOND CALIBRATION POINT, TOP RIGHT-HAND CORNER
22     550 YTRHC=XY(2)
23         XTRHC=XY(1)
24         V1=XTRHC-XTLHC
25         V2=YTLHC-YTRHC
26         OUTPUT (10) 'NOW ORIGIN'
27         RETURN
28     C
29     C      MAKE A AND B POSITIVE NUMBERS
30     800 A=P*(XY(1)-XTLHC)/V1
31         B=P*(XY(2)-YTRHC)/V2
32     C
33     C      THIRD CALIBRATION POINT, ORIGIN
34     900 XORG=FX(A,B,P)
35         Q=SQRT((A+XORG)*(A-XORG))
36         OUTPUT (10) 'NOW DIAGRAM'
37         IS(2)=IS(2)+3
38         RETURN
39     C
40     C      CONVERT TO (X,Y) CO-ORDINATES
41     2000 A=P*(XY(1)-XTLHC)/V1
42         B=P*(XY(2)-YTRHC)/V2
43         FXX=FX(A,B,P)
44         IX=(FXX-XORG)*2000.
45         IY=(Q-SQRT((A+FXX)*(A-FXX)))*2000.
46     C
47     RETURN
48     END

```

```

1      SUBROUTINE I1
2      C
3      C      THIS SUBROUTINE READS THE VOLTAGES ON THE WIPERS OF
4      C      THE POTENTIOMETERS ON THE CO-ORDINATE TABLE WHEN
5      C      INTERRUPT 67 IS TRIGGERED FROM THE TABLE.
6      C
7      C
8      COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
9      1NUM(10),P,ICOR,IS(15),THETA,KXD,KYD,IBF
10     C
11     100 IS(6)=IS(6)+1
12     C      READ ANALOGUE VOLTAGES
13     CALL RADCS (2,XY,10.0,1)
14     CALL COORDS
15     IF (IS(6).LE.3) RETURN
16     C
17     C      PLOT LINE
18     CALL LINE (IX,IY)
19     IB=IBF
20     C
21     C      IF CONTINUOUS LINE BUTTON ON THE CO-ORDINATE TABLE IS
22     C      PRESSED THEN READ NEXT PAIR OF VOLTAGES.
23     CALL RADCS (1,V,10.0,3)
24     IF (V.LE.5.0) GO TO 300
25     C
26     C      SHORT TIME DELAY
27     DO 200 I=1,10000
28     200 J=0
29     C
30     GO TO 100
31     C
32     300 ICOR=ICOR+1
33     C
34     RETURN
35     END

```

```

1      FUNCTION FX(A,B,P)
2      C
3      FX=((A+B)*(A-B)+P*P)/(P+P)
4      C
5      RETURN
6      END

```

```

1      SUBROUTINE I2
2      C
3      C   THIS SUBROUTINE MAKES A NO LINE, MOVE ONLY WHEN
4      C   INTERRUPT 68 IS TRIGGERED FROM THE CO-ORDINATE TABLE.
5      C
6      C
7      COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
8      1NUM(10),P,ICOR,IS(15),THETA,KXD,KYD,IBF
9      C
10     IB=2
11     C
12     RETURN
13     END

```

```

1      SUBROUTINE VDU
2      C
3      C   THIS SUBROUTINE RETURNS CONTROL FROM THE CO-ORDINATE
4      C   TABLE TO THE VISUAL DISPLAY UNIT.
5      C
6      C
7      COMMON /A/ IX,IY,KX,KY,IA,IB,IC(37),SF,XY(2),ILET(26),
8      1NUM(10),P,ICOR,IS(15),THETA,KXD,KYD,IBF
9      C
10     IB=IBF
11     ICOR=ICOR+1
12     CALL DISAB (2Z66,2Z67,2Z68)
13     CALL ENAB (2Z64,2Z65,2Z6A)
14     C
15     C   DISPLAY CROSSWIRES
16     CALL JOYSTICK (2Z65)
17     C
18     END

```



```

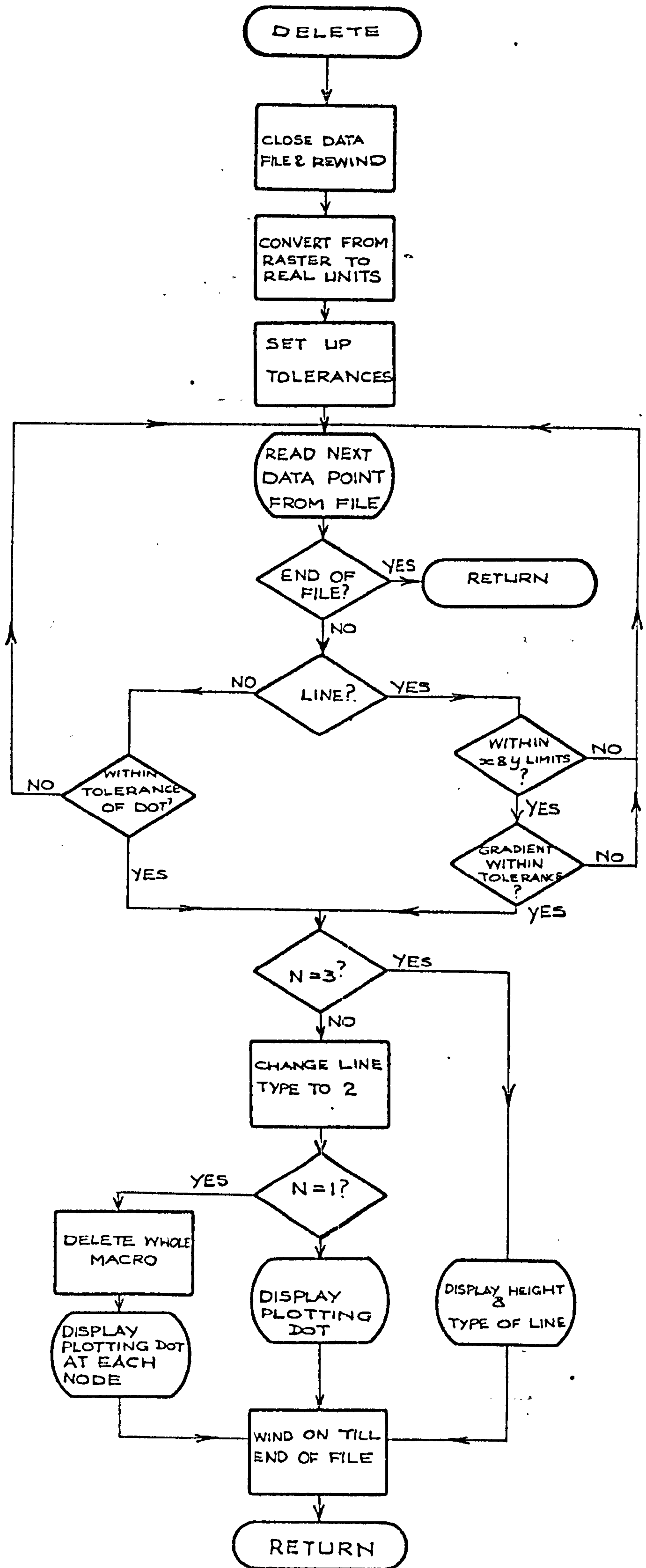
!ASSIGN (M:S1,BP,SCAXPL)
!FORTRANH GO
      EXTENDED FIV-H, VERSION D00
!ALLBT (FILE,X2),(FSIZE,55)
!LOAD GO,(UDCB,5),(LIB,USER,SYSTEM);
:(FORE,1A00),(PUBLIB,C0CLIB),(TASKS,8),(TEMP,500)
:ASSIGN (F:2,D3,JMG1)
:ASSIGN (F:5,D1,JMG2)
:ASSIGN (F:10,TK)
:ASSIGN (F:125,PRA06)
:ASSIGN (F:128,PPA06)
LOADING WAS COMPLETED
!PAUSE PLEASE LOAD M/T JMGP
!RADEDIT
:COPY (FILE,BT,BV),(OUT,B0)
!REWIND 9TA80
      TOTAL JOB TIME .... 00:17:17

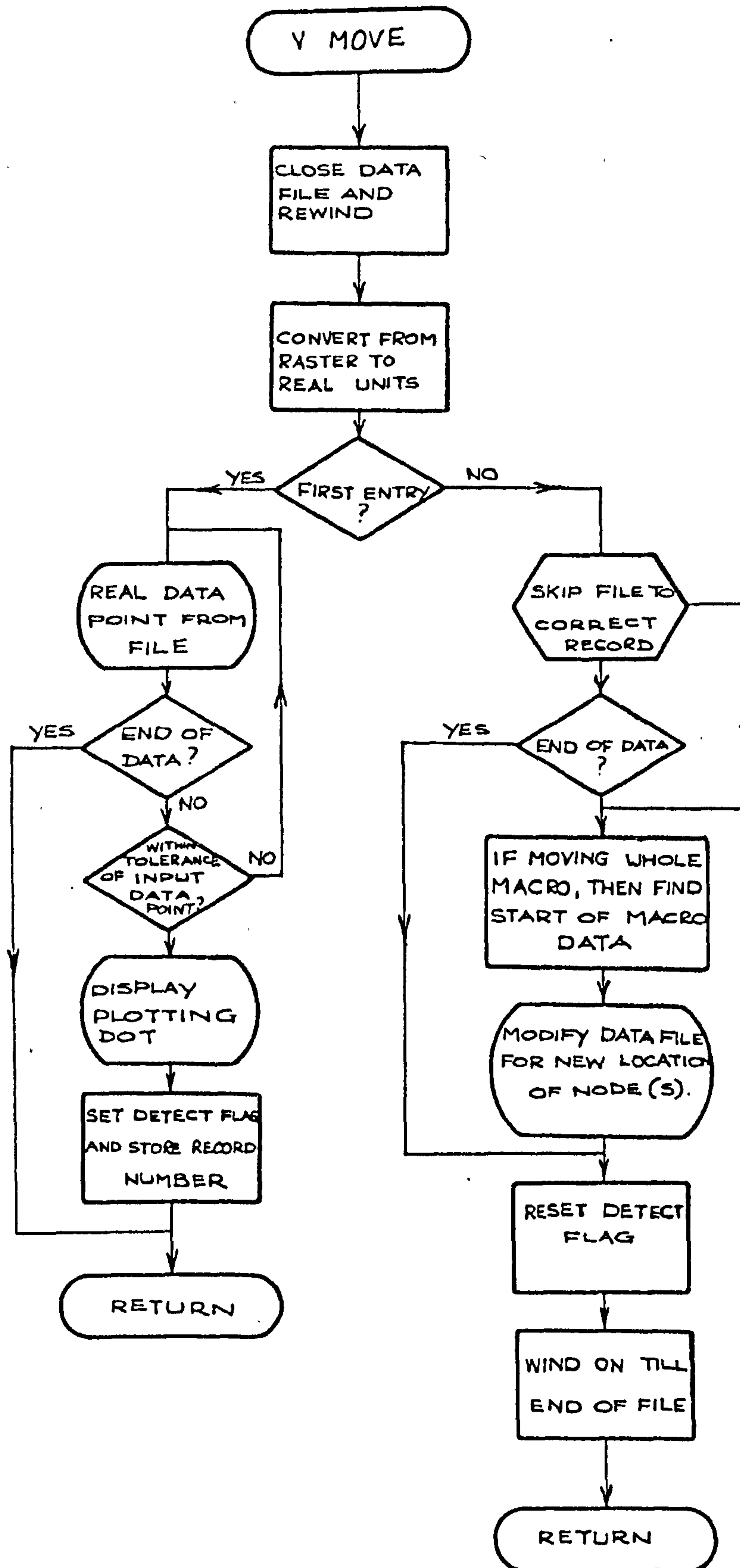
```

```

13:45 OCT 04, 1973
!JOB JMG,CADEMD
!ATTEND
!PAUSE PLEASE LOAD M/T JMGP, KEY-IN SFC
!RADEDIT
:CLEAR D3
:ALLBT (FILE,D3,JMG1),(FORMAT,B),(RSIZE,4),(FSIZE,7000)
:COPY (IN,9TA80),(FILE,BT,BV)
!REWIND 9TA80
!R0V
*STOP* 0
      TOTAL JOB TIME .... 00:00:17

```





Loading Instructions

1. Switch on mains to the coordinate table and plug into the Sigma 5 terminal box.
2. Set Sigma 5 interface distribution board to Channel 1 and patch:

Way No.	Input
1	A/I 1
2	A/I 2
3	A/I 3
7	Int 5 (66)
8	Int 6 (67)
9	Int 7 (68)

3. Switch on paper tape punch and digital plotter.
4. Switch on the visual display unit. Set mode to 'TTY' and 'AUX' input. The shift lock should be up. Switch on joystick and adjust brightness.
5. Load short card deck (nine cards) and load magnetic tape JMGP.
6. Key-in 'SFC' on operator's console when requested.
7. The menu and crosswires should now be displayed on the screen of the visual display unit.

Operating Instructions

There is no need to use the shift key at any time during the program. When an alphanumeric character is input from the keyboard, the crosswires will disappear and the operation will then depend on which character has been input.

A HEIGHT

Message 'HEIGHT OF LINE =' will be output in the top left hand corner of the screen. Type in the height (elevation) in units of 1 thou (0.001 inches) unless metric units have been specified in '2 UNITS' (then units are microns). The maximum height is 99 thou - if this is exceeded an error message is output and the height is set to 99 thou. The input field is terminated by a carriage return. If using microns, the height is rounded down to the nearest thou.

B BRAILLE

Position the crosswires to the required beginning of the line of braille. Type in the text terminated by carriage return. The text is automatically converted to grade I braille. The cell size is determined by '1 BRL TYPE' and the angle from the horizontal for the braille text is determined by the last call to '. ANGLE'. The last character can be deleted by using the 'DEL' button and the whole line is deleted by using the 'CAN' button.

C MENU

Displays list of control commands on the right hand side of the screen.

D DELETE

Position the crosswires on the line to be deleted. This instruction will delete a whole macro but '5 QK DEL' will only delete a single element.

E END

Terminates program and returns control to operator's console. To re-run, type 'RUN OV' on operator's console.

F MOVE

Two stage command:

1. Position the crosswires on the end point of the line to be moved and press 'F'. A small spot of light will indicate that the point has been accepted.
2. Position the crosswires on the new position for the node and press 'F'.

This instruction will only move a single node but 'M MOVE' will move a complete macro.

G GEC TAPE

Generates an engraving tape for the GEC 90/2 computer.

H PT INPUT

Load paper tape (from 'P PT DUMP') into reader and press 'START' button. This instruction will cause the whole tape to be read and then displayed on the screen.

I RE-DRAW

Regenerates the display and the text is converted to braille.

J D.BOARD

This command passes control to the coordinate table. For the first time in any session do steps 1 to 3.

1. Position stylus in top left hand corner and press 'LINE'.
2. Position stylus in top right hand corner and press 'LINE'.
3. Position stylus at the origin and press 'LINE'.
4. Use 'LINE' and 'NO LINE' buttons similarly to 'L LINE' and '; NO LINE'. The computer inputs when the buttons are released. The picture is simultaneously displayed on the visual display unit. The scale is determined by 'R D.SCALE'.
5. To return control to the visual display unit press the 'END' button.

K TYPE IB

Message 'TYPE OF LINE =' in top left hand corner of the screen. Type in number, terminated by a carriage return, to determine line type:

- | | |
|----|-------------------------------------|
| 1 | solid line |
| 3 | dot |
| 4 | dotted line (.05" spacing) |
| 5 | dotted line (.15" spacing) |
| 6 | dotted line (.25" spacing) |
| 7 | dashed line (space 0.2", line 0.2") |
| 8 | dashed line (space 0.1", line 0.1") |
| 10 | dashed line (space 0.3", line 0.2") |

- 11 dot-dash line (space 0.1", line 0.2", space 0.1", dot)
- 12 dot-dash line (space 0.2", line 0.4", space 0.2", dot)

L LINE

This instruction will draw a line from the previous position. The previous command should have been '; NO LINE' or 'L LINE'. The line type and elevation are specified by 'K TYPE IB' and 'A HEIGHT'.

M MOVE

Two stage command:

1. Position the crosswires on the end point of the line to be moved and press 'M'. A small spot of light will indicate that the point has been accepted.
2. Position the crosswires on the new position for the node and press 'M'.

This instruction will move a complete macro but 'F MOVE' will only move a single node.

N NEXT

This instruction clears the screen and deletes the contents of the data file. To minimise the possibility of accidental erasure of the data file, it is necessary to give this command twice.

O SCALE

This instruction changes the scale of the display (not the actual size). Message 'SCALE FACTOR =' in the top left hand corner of the screen. Type in a number terminated by a carriage

return. 100 is present size, 200 is twice present size and 50 half present size etc. The grids 'V' and '3' will verify the current actual size.

P PT DUMP

Punches data on paper tape. This tape is only suitable for input using 'H PT INPUT'.

Q PLOT

Draws map full size on the digital plotter.

R D.SCALE

This instruction determines the scale from the coordinate table. Message 'D.BOARD SCALE =' in the top left hand corner of the screen. Type in a number terminated by a carriage return. 100 is 1:1 scale factor etc.

S SYM TYPE

This instruction determines the type of symbol. Message 'SYMBOL NUMBER =' in the top left hand corner of the screen. Type in the symbol number terminated by carriage return.

T SYM POS

Position crosswires. Type 'T' and symbol is drawn (symbol type is determined by the last 'S SYM TYPE' command).

U RESET

Resets all the operator-controlled variables to their default values:

height	=	10 thou
line type	=	1 (solid)
scale	=	original value
symbol number	=	1
coordinate table scale	=	1:1
braille cell size	=	English
units	=	thou

The coordinate table needs to be recalibrated.

V GRID

Draws 1" grid. The total size is 10" x 10" which is the maximum engraving area.

W SIZE

This instruction changes the actual size of the map.
Message 'SIZE OF DIAGRAM =' in the top left hand corner of the screen. Type in a number terminated by a carriage return. 100 is present size etc.

X X SIZE

Same as 'W SIZE' but only affects the x axis.

Y Y SIZE

Same as 'W SIZE' but only affects the y axis.

Z FUNCTION

Message 'SPECIAL FUNCTION' in the top left hand corner of the screen. Type in a number, terminated by a carriage return, to specify the function:

- 1 Manhattan - makes all lines horizontal or vertical which are within 0.15 inches of being horizontal or vertical. Macros are treated as a single unit.
- 2 Scissor - deletes all nodes which are outside the 10 x 10 inch square.
- 3 Listing - prints the data file on the line printer.

1 BRL TYPE

This instruction specifies the braille cell size. Message 'TYPE OF BRAILLE' in the top left hand corner of the screen. Type in a number terminated by a carriage return:

- 1 American (.1" vertical, .1" horizontal)
- 2 English (.1" vertical, .09" horizontal)
- 3 Giant dot (.15" dot spacing)
- 4 Miniature cell (.075" dot spacing)

2 UNITS

This instruction determines whether one is working in thou or microns. Message 'INCHES OR METRIC' in the top left hand corner of the screen. Type in a number terminated by a carriage return.

- 1 thou
- 2 microns

3 CM GRID

Similar to 'V GRID' but draws a 1 cm grid (total size 10 x 10 cm).

4 CHECKOUT

This instruction will output the current values of height, units, line type, symbol number and braille cell size in the top left hand corner of the screen.

5 QK DEL

Position the crosswires on the line to be deleted. This instruction will delete a single element but 'D DELETE' will delete a complete macro.

6 D NUMBER

Message 'JOB NUMBER =' in the top left hand corner of the screen. Type in the job number terminated by a carriage return. This number is reproduced in the bottom left hand corner of the final map.

7 LETTERS

Message 'SYMBOL LETTER =' in the top left hand corner of the screen. Type in a letter. This changes the line type so that 'L LINE' positions a letter as a point symbol. The character is generated by the engraving program.

8 SYM SIZE

Message 'SYMBOL SIZE =' in the top left hand corner of the screen. Type in a number terminated by a carriage return; 100 is standard size etc. The symbols are scaled before being displayed on the screen.

9 QUADRANT

Message 'SYMBOL QUADRANT' in the top left hand corner of the screen. Type in 1, 2, 3 or 4. This determines the rotation of the symbol before it is displayed on the screen.

0 MACRO ST and - MACRO EN

A macro (group) is defined as those lines drawn between a 'MACRO START' and a 'MACRO END'.

. ORIGIN

This instruction requires two inputs. The difference in the two pairs of coordinates determines the change in the absolute origin of the map.

. ANGLE

This instruction requires two inputs. The angle between the two pairs of coordinates determines the angle from the horizontal for braille text.

; NO LINE

First point of a line.

: DIS ORIG

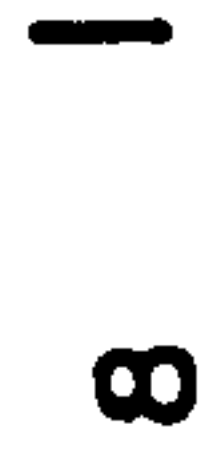
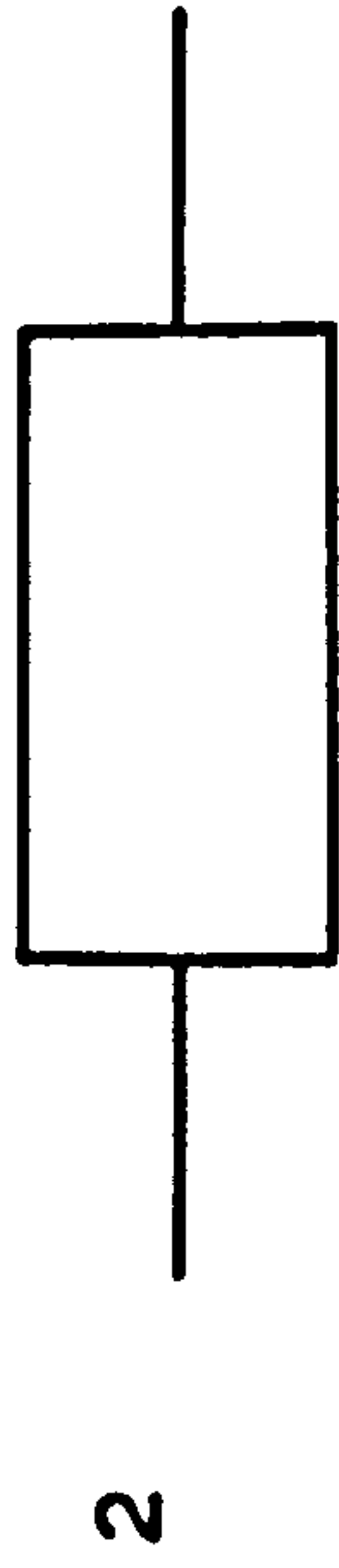
This instruction requires two inputs. The difference in the two pairs of coordinates determines the change in the display origin.

/ CHK LINE

Position the crosswires on the line. The line type and elevation are displayed in the top left hand corner of the screen.

@ DOT GRID

This instruction will draw a 5 x 5 (0.1" spacing) dot grid with the bottom left hand corner on the position determined by the crosswires.



 50 mm

Standard Symbols for Program CADEM D

Appendix 6. Publications

6.1 List of published and submitted papers.

"Computer production of tactile diagrams and maps".
The Leonard Conference, Cambridge, England, Jan 1972,
pp 73-77.

James G.A. & — "Recent developments in the production
and design of tactual maps and diagrams in the United
Kingdom". International Council for the Education of
Blind Youth, Madrid, 1972.

"Practical aspects of map production". Mobility
Map Conference, Nottingham, England, Sept 1972.

James G.A. & — "A pilot study on the discriminability
of tactile areal and line symbols for the blind".
Research Bulletin of the American Foundation for the
Blind, to be published.

"A method for the production of tactual maps and
diagrams". Research Bulletin of the American Foundation
for the Blind, No. 26, June 1973, pp 203-204.

— & James G.A. "A study on the discriminability of tactual point symbols". Research Bulletin of the American Foundation for the Blind, No. 26, June 1973, pp 19-34.

Douce J.L. & — "Computer-drawn maps for the blind". Electronics and Power, Vol. 19, No. 14, August 1973, pp 331-332.

James G.A. & — "Mobility maps for the visually handicapped: A study of learning and retention of raised symbols". Research Bulletin of the American Foundation for the Blind, to be published.

— & James G.A. "Mobility maps: The choice of symbols". New Beacon, to be published.

"Mobility maps for the blind". Project Magazine, Central Office of Information, to be published.

Appendix 6.2

A Pilot Study on the Discriminability of Tactile Areal and
Line Symbols for the Blind

To be published in Research Bulletin of the American
Foundation for the Blind.

A Pilot Study on the Discriminability of Tactile Areal and Line Symbols for the Blind

by G.A. James¹ and J.M. Gill²

Summary

Eight tactile areal and 17 linear symbols for use on maps and graphics for the blind were produced on Brailon and tested for discriminability in separate sets by the method of paired comparisons. Subjects' response times were recorded as latencies. The results indicated that only 5 of the areal symbols but 10 of the linear symbols met the stringent criteria for discriminability suggested by Nolan and Morris (1971). Errors in discrimination are discussed with reference to the parameters which contribute to the discriminability of the symbols used in the study, and latencies are discussed in relation to 'response set'.

1. Introduction

It has been shown that there is a need for tactile maps and diagrams for blind schoolchildren. Leonard and Newman (1967 & 1970) demonstrated that at least half of the subjects in a study were able to complete an unfamiliar route with the aid of a tactile map to provide the relevant information.

Tactile maps and diagrams are composed of three categories of symbols : line symbols to designate boundaries or lines, areal or texture symbols for areas and point symbols to show specific locations or landmarks. This study is concerned only with areal and line symbols.

Several studies have attempted to define sets of discriminable tactile areal and line symbols for the blind. Heath (1958) conducted a pioneer study by examining the discriminability of 40 tactile areal symbols using the method of constant stimulus differences to compare symbols randomly grouped in sets of 10. He also found that areal symbols remained legible at a size of 50 x 50 millimetres. Culbert and Stellwagen (1963) also examined the discriminability of textural surfaces and found 11 out of 40 different patterns discriminable enough from all the others to be useful in the preparation of material such as maps for the blind. Nolan and Morris (1971) conducted several studies which represent the most

1. Blind Mobility Research Unit, University of Nottingham
2. Inter-University Institute of Engineering Control, University of Warwick

extensive source of information. Their findings show that the number of tactile areal or line symbols which are discriminable in a set may not exceed 8 or ten. They relate this perceptual limit to the parameters which distinguish tactile symbols. A flexible production system is therefore an essential requirement in varying these parameters as much as possible in an attempt to increase the number of legible tactile symbols within a set.

2. Production method

The study conducted by Heath (1958) used the Virkotype or Gestetner printing method. Wet ink print is dusted with a fine resinous powder which adheres to the wet ink and appears as a raised plastic symbol when heated. The disadvantages of this method have been stated by Nolan and Morris (1971) : the degree of relief is poor (.11 mms.), control of quality is poor and the medium deteriorates in humid conditions.

The production method used in the Nolan and Morris studies involved reproducing the symbols to be studied by photoengraving in zinc. The master was then pressed into soft plaster which was then allowed to harden. The moulds were then used as masters to produce vacuum-formed copies in plastic .20 mms. thick. Embossed symbols were produced at a relief varying from .46 mms. to .62 mms.

In this country a variety of production methods have been investigated by Pickles (1970). Briefly, this type of approach involves building up a master map, or diagram, on transparent cellulose. Various thicknesses of string and wire are used for line symbols; sandpapers, linoleum and fabrics are used for textures. The master can then be used to produce copies in Brailon on a Thermoform machine.

The production methods briefly described are generally time-consuming and therefore expensive if the cost of labour is taken into account. Recent developments at the University of Warwick are based on computer aided design principles. The relief and type of line or texture is input to a computer from a keyboard. Symbol parameters can be varied accurately to include various heights of solid, dotted, dashed and dot-dashed lines. Symbol specifications are stored by the computer. Once the symbols have been specified the master is engraved in a sheet of Tufnol by a computer-controlled machine tool. A positive copy, of

the engraved master, is made using silicone rubber. Copies are produced in .18 mms. Brailon on a Thermoform machine.

This study is an initial attempt to define some of the parameters governing the discriminability of areal and line symbols produced by a computer-controlled method.

3. Method

Subjects

Sixty-two blind schoolboys were used as subjects. The age range was from 11 years 3 months to 19 years 1 month. This sample represented all braille readers who were available and in full-time education at Worcester College for the Blind. I.Q. scores, chronological ages and braille reading speeds were obtained from the school. They assessed braille-reading speed in the following way :

- (i) boys read braille out loud to the whole class for 3 minutes.
- (ii) a score was taken for the number of braille-lines completed.
- (iii) the number of lines completed was then multiplied by $\frac{3}{4}$ to give an average speed in pages of braille per hour.

Apparatus and selection of symbols

Figures 1 and 2 show the apparatus. A wooden board with a frame was used to hold the stimulus cards. Some previous studies have used a blind-fold to exclude residual vision of some blind subjects but this may introduce psychological stress. Therefore, a screen with a curtained opening for the subjects' arms was used. The stimulus cards were contained in a filing tray. A stop-watch was used to record response times.

Selection of tactile symbols for testing was guided by previous research. Areal symbols were varied along the dimensions of continuous and interrupted, density of the pattern size of the figures making up the pattern, and the use of vertical, horizontal and diagonal lines to differentiate patterns. Linear symbols were continuous and interrupted, thick and thin, single and double and smooth edge and broken edge. The interrupted lines were varied with more than one spacing.

Areal and linear symbols were produced in Brailon. The areal ones were 50 x 50 mms. in size and the linear ones were 100 mms. in length.



Fig. 1. The experimental apparatus.



Fig. 2. The experimental apparatus.

Areal and linear symbols were tested in separate sets. Figures 3 and 4 show how the former were mounted side by side and the latter one above the other on stiff card 120 x 100 mm. The left/right, or up/down position of the symbols was determined randomly. The relief of the tactile symbols was 0.7 mms.

4. Design

Symbols within each separate set were compared by means of paired-comparison : each symbol in a set was compared with itself and every other. The 8 areal symbols gave 36 combinations, and the 17 line symbols gave 153 combinations. Three sample pairs of symbols were used to familiarize the subject with the procedure.

The order of presentation of the paired symbols was determined randomly.

5. Procedure

Two examiners tested the subjects. Standard instructions are shown in Figure 5. Each subject examined every pair of symbols and had to report whether they were the 'same' or 'different'. The examiner recorded the time to the nearest second from when the subject touched the stimulus card to when he made the decision. To prevent knowledge of results only one stroke of the pen was made by the examiner in a 'right' or 'wrong' column on the scoring sheet.

Total time taken to complete the test was about 40 minutes. This included three 60 second rest periods.

6. Criteria

Jenkins (1947) used the method of paired comparisons to define a discriminable set of tactile aircraft control levers. He excluded any shapes confused by more than 1% of the subjects. The effects of making an incorrect decision with aircraft controls are evident and justify the extremely stringent criteria.

Nolan and Morris (1971) report the following criteria as being the most useful in selecting discriminable tactile symbols for the blind :

- (i) average confusion with other acceptable symbols must be 5% or less.

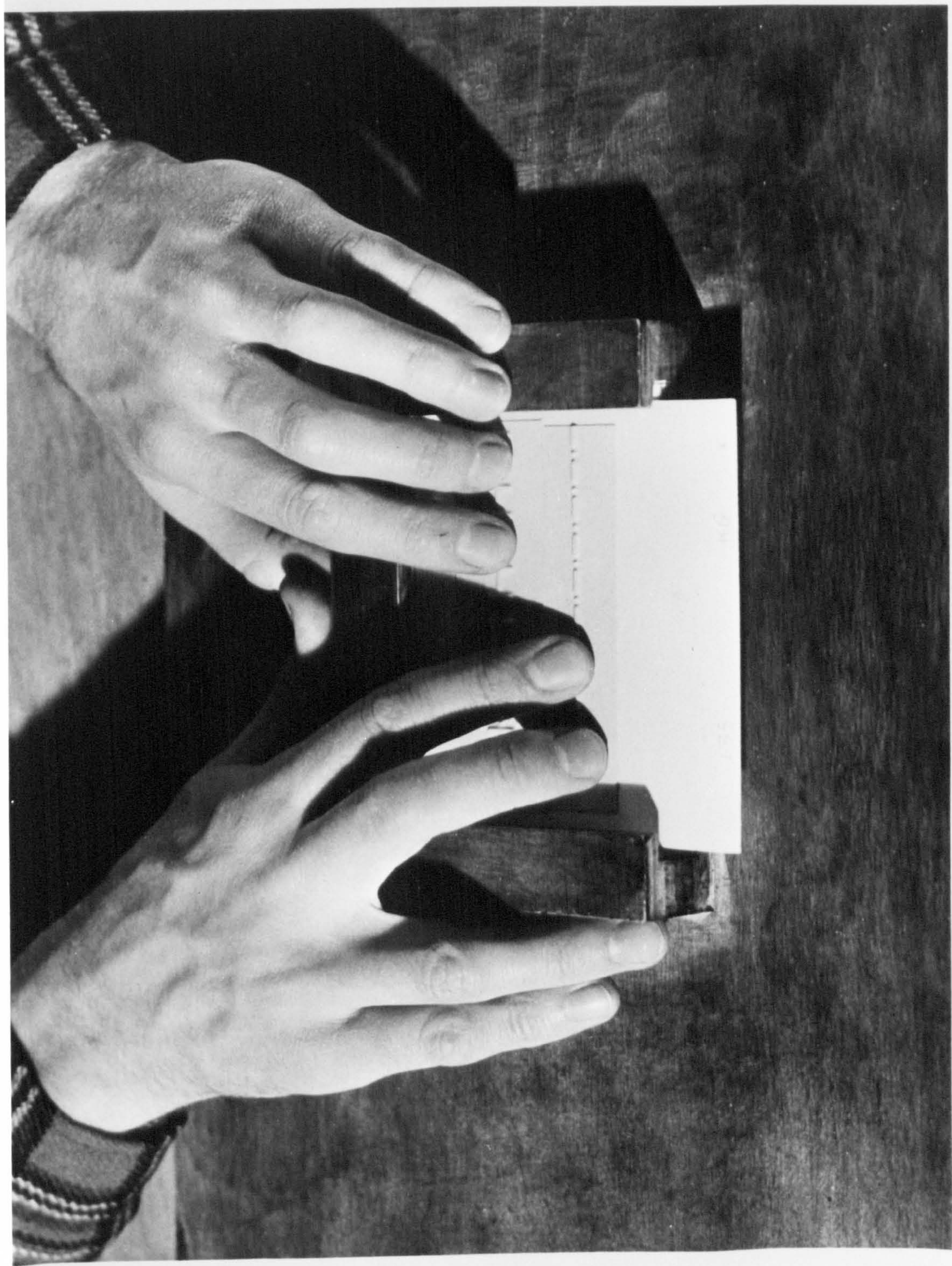


Fig. 3. Showing the position of the subject's hands for examination of the areal symbols.



Fig. 4. Showing the position of the subject's hands for examination of the linear symbols.

TEXTURES

Please put both of your hands through the curtain on to the raised symbols in front of you. You will find two symbols side by side.

Are these symbols the same or different? (E gives knowledge of results).

There is no time limit, but remember that once you have made a decision you cannot change your mind. Give the answer "same" or "different".

We will have two more test symbols so that you have got the idea. I will tell you if you are right or wrong, but this time do not touch the symbols until I say "Now".

Are there any questions? (Questions are dealt with by repeating the relevant part of the instructions).

We are now beginning the experiment. I am not able to tell you if you are right or wrong from now on. Remember not to touch the symbols until I say "Now".

LINES

This time the two symbols are lines, and they are now one above the other. Concentrate on the centre of the lines and not the ends. First we have three test symbols so that you are sure of what you have to do. (E gives knowledge of results).

Are there any questions?

We are now beginning the experiment. I am not able to tell you if you are right or wrong from now on. Remember not to touch the symbols until I say "Now".

The experiment is much longer than the first one, so there will be two short breaks of one minute.

- (ii) confusion with itself or any other single symbol acceptable by criterion (i) should be 10% or less.
- (iii) any symbols acceptable by criterion (i) and (ii) must be independent of academic grade differences.

Nolan and Morris's criteria are not supported by any rationale, but as quite stringent arbitrary criteria (i) and (ii) were adopted for the purpose of this study. Criterion (iii) was not adopted because it was considered that I.Q., chronological age and braille-reading speed were more reliable variables than 'grades'.

7. Results

For the purpose of analysis braille reading speed scores were classed into frequencies as shown in Figure 6. On the basis of

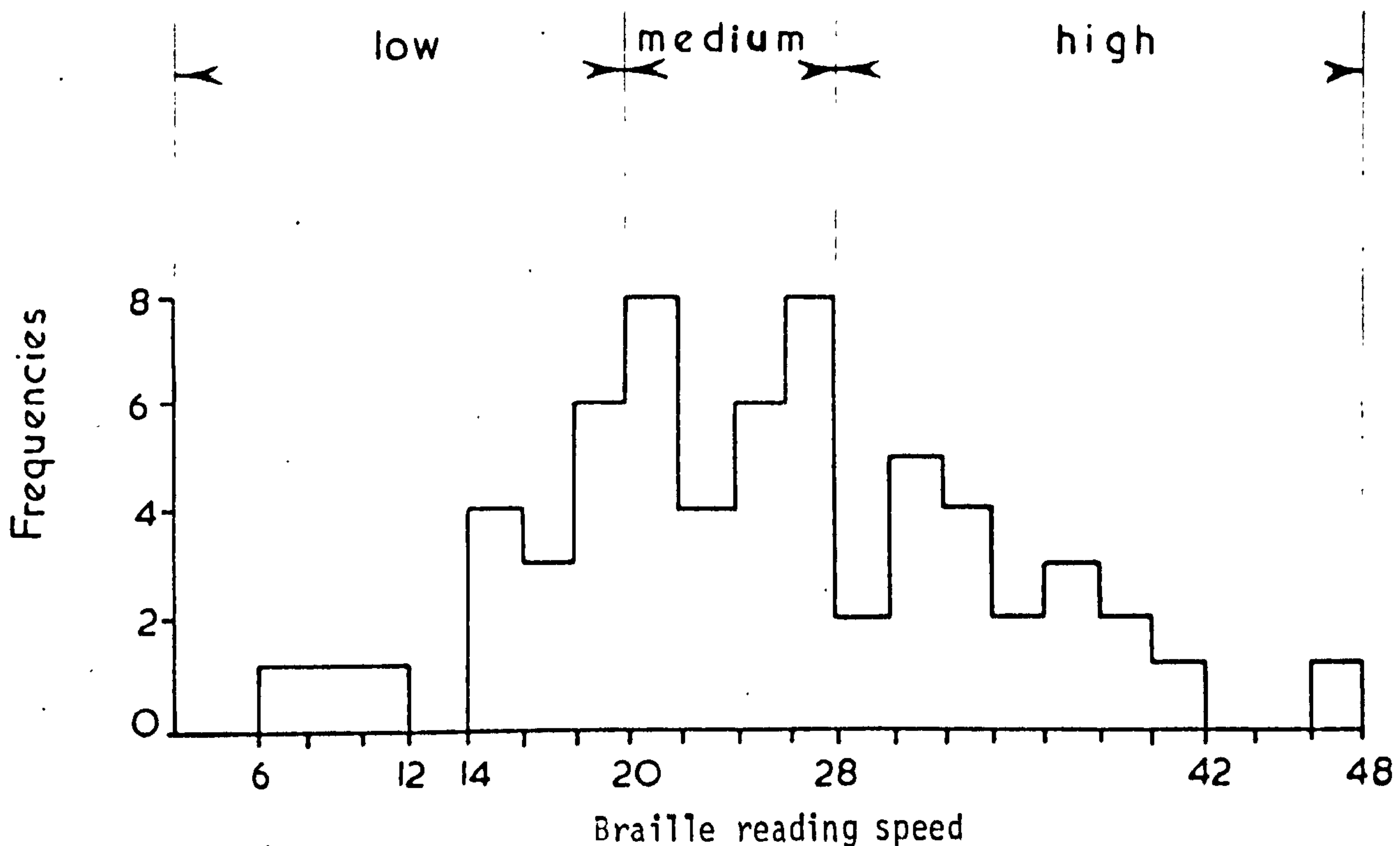


Fig. 6 Braille reading speed frequencies

these data the experimental group was divided into low, medium and high speed braille readers. Sub-groups were comprised 16, 26 and 20 subjects respectively. Tables 1 and 2 show that the mean error was no more than 2 on the areal symbols and no more than 5 on the linear ones.

Table 1 Correct responses within braille-reading speed groups for 36 combinations of 8 areal symbols

	Low	Medium	High	Total
Mean	35.12	34.53	34.75	34.80
Range	31-36	28-36	31-36	28-36
N.	16	26	20	62

Table 2 Correct responses within braille-reading speed groups for 153 combinations of 17 line symbols

	Low	Medium	High	Total
Mean	148.25	148.07	149.70	148.86
Range	141-152	131-153	143-153	131-153
N.	16	26	20	62

Kruskal-Wallis one-way analyses of variance for braille reading speed groups and performance were computed separately for areal and linear symbols.. For areal symbols H was 1.00 and for linear symbols H was 2.03 - values too low to be significant at the .05 level.

No correlations were found between chronological age and performance or I.Q. and performance for areal or linear symbols.

Tables 3 and 4 show the percentage of errors for areal and linear symbols. (Areal symbols are indicated by upper-case letters and linear symbols by lower-case). After excluding B, D and H the remaining areal symbols were A, C, E, F and G and these are indicated by an asterisk in Figure 7. After excluding m, h, k, n, p, j and e the remaining linear symbols were a, b, c, d, f, g, i, l, o and q and are indicated by an asterisk in Figure 8.

Mean latencies for areal and linear symbols are shown in Tables 5 and 6 respectively. Latency differences between like and different pairs of symbols were assessed for areal and linear symbols separately. The standard mean latency for different areal symbols was 2.94 and for like pairs was 5.78, and for linear symbols the corresponding figures were 2.45 and 5.23. To give the significance of the latency differences for like and different symbols the Mann-Whitney U-test was applied and

TABLE 3. PERCENTAGE OF ERRORS ON AREAL SYMBOLS

	A	B	C	D	E	F	G	H
A	4.8	1.6	3.2	1.6	0	1.6	4.8	0
B		11.2	1.6	20.9	0	3.2	0	0
C			9.6	1.6	3.2	0	1.6	0
D				14.5	0	1.6	0	0
E					1.6	1.6	3.2	1.6
F						0	4.8	3.2
G							8	0
H								11.2

TABLE 4. PERCENTAGE OF ERRORS IN LINE SYMBOLS

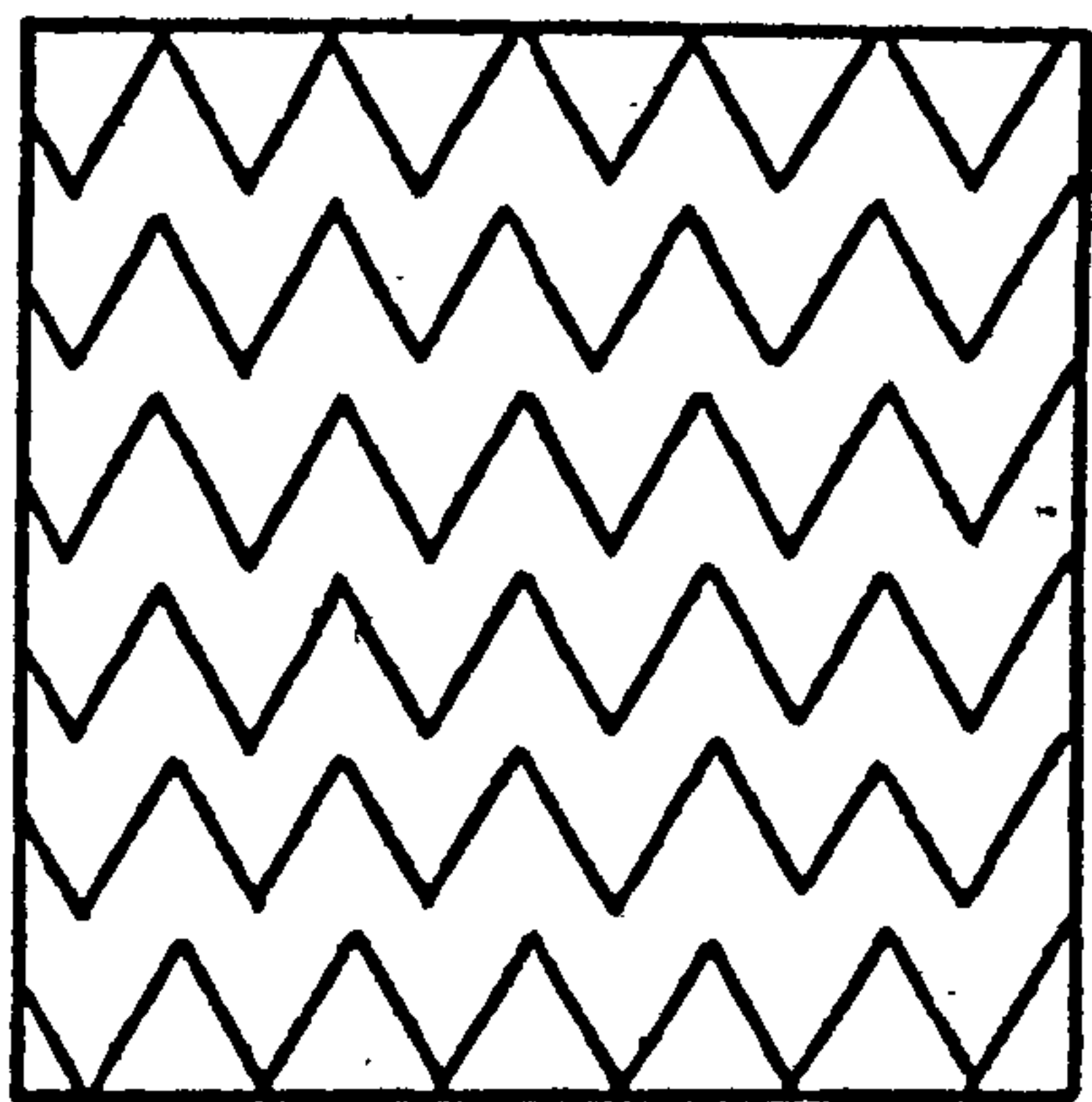
[illegible]

TABLE 5. MEAN LATENCIES FOR AREAL SYMBOLS (SECONDS)

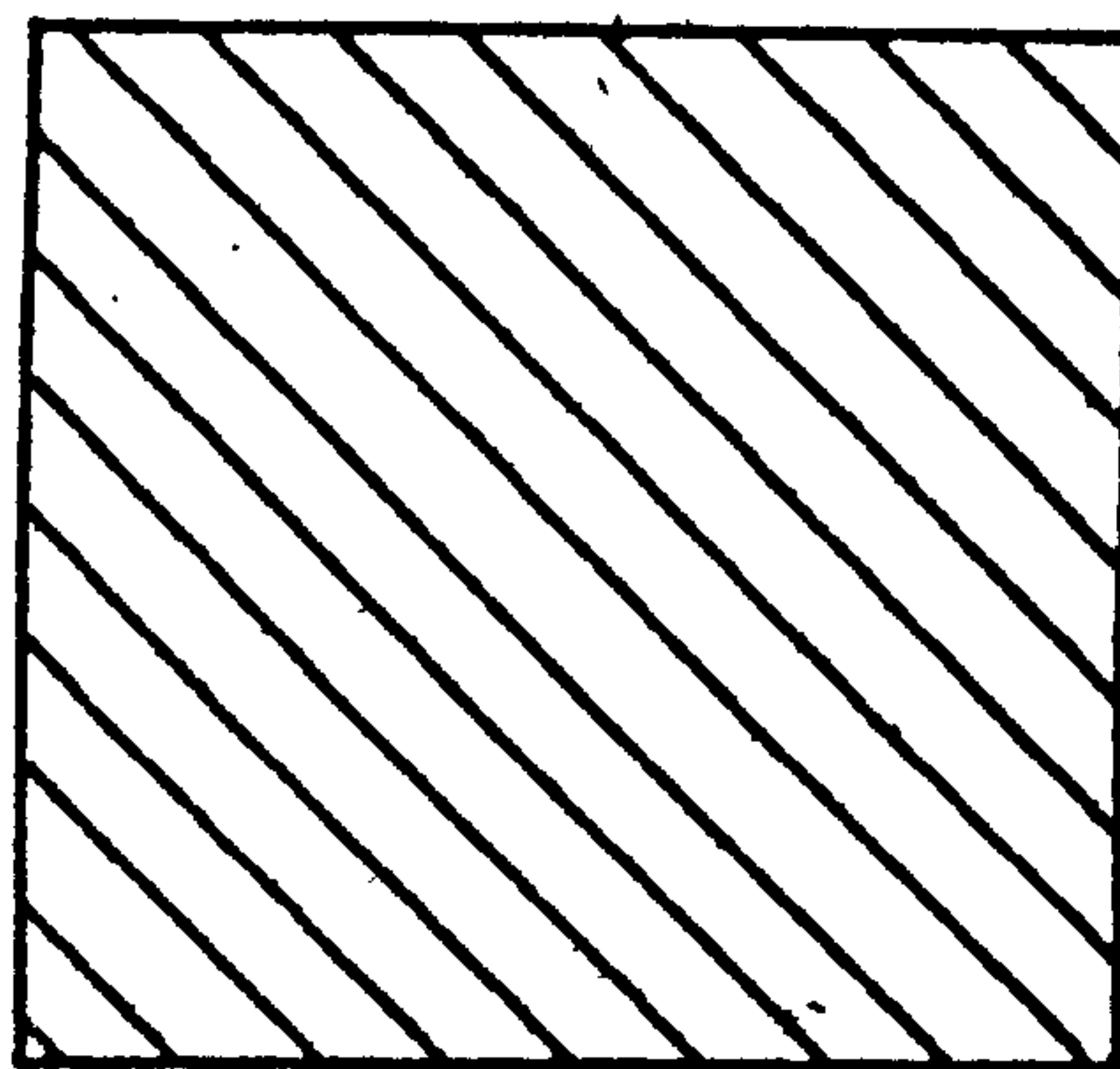
	A	B	C	D	E	F	G	H
A	5.89	3.22	3.45	3.09	2.32	2.48	3.08	2.22
B		6.42	2.87	6.14	2.11	2.84	3.08	1.87
C			9.13	3.05	3.08	2.00	3.30	2.88
D				6.44	2.11	2.47	2.72	2.72
E					3.26	2.90	4.19	2.56
F						4.40	3.29	3.45
G							5.42	2.98
H								5.32

TABLE 6. MEAN LATENCIES FOR LINE SYMBOLS (SECONDS)

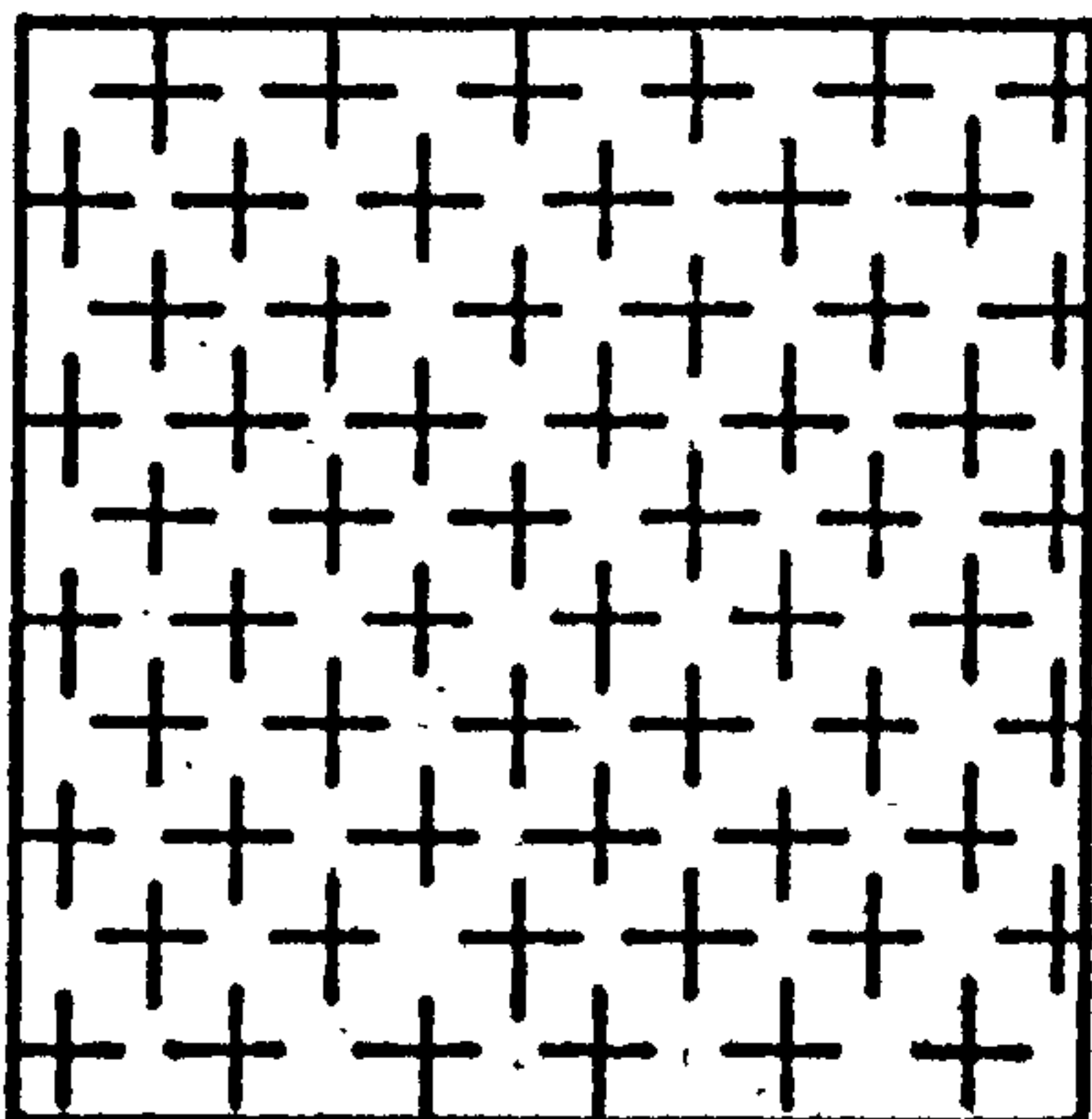
[illegible]



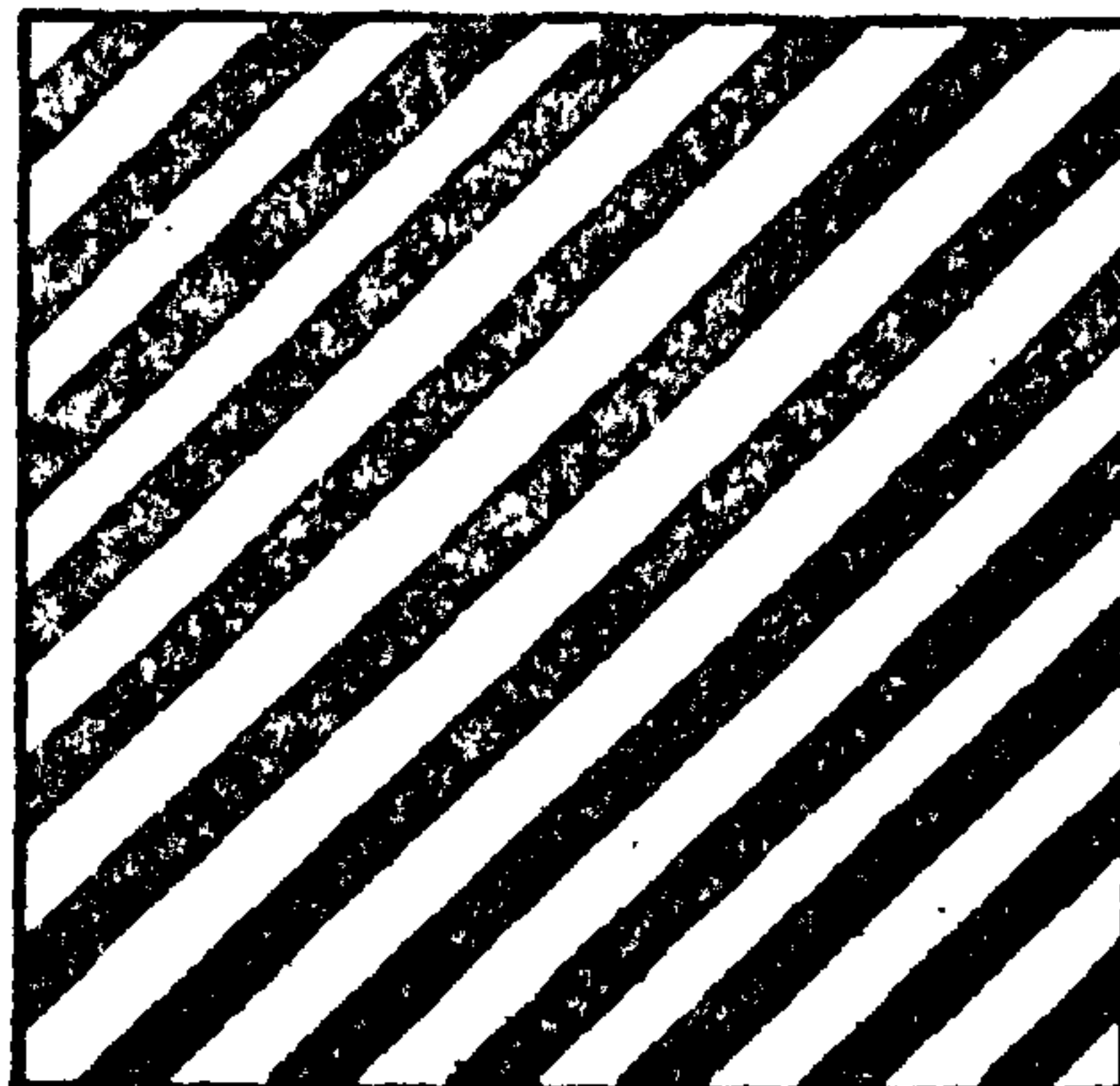
A*



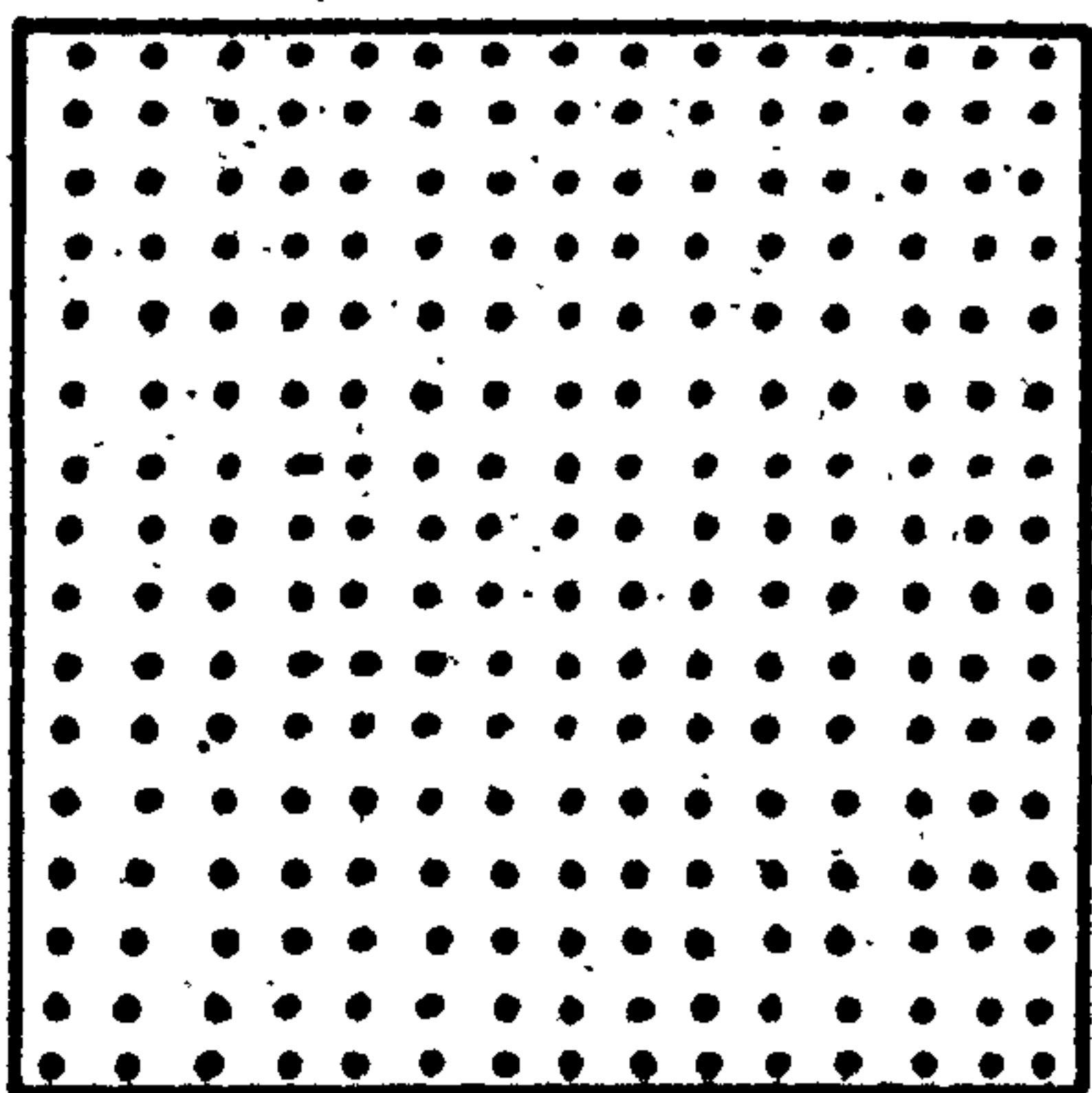
B



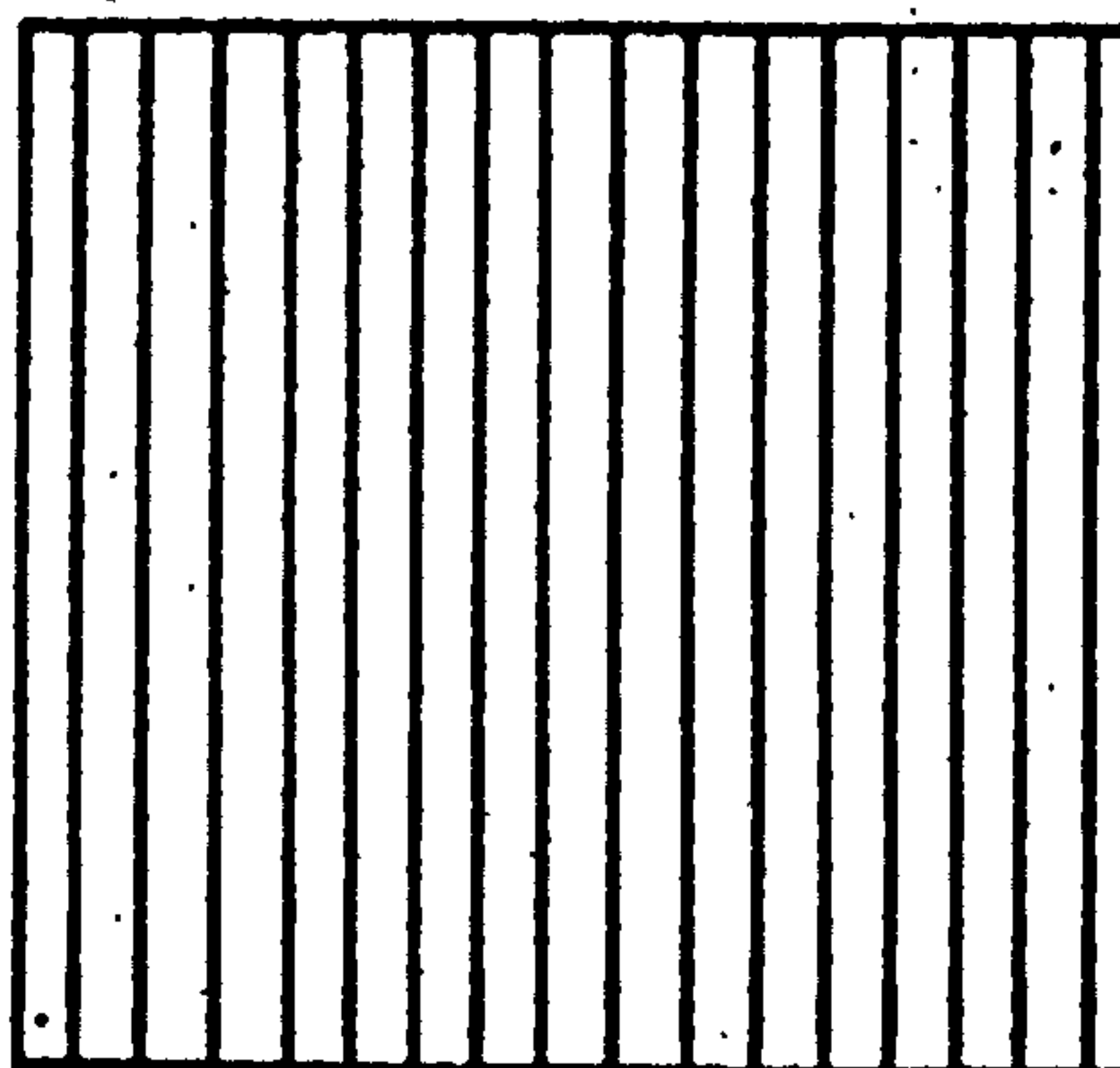
C*



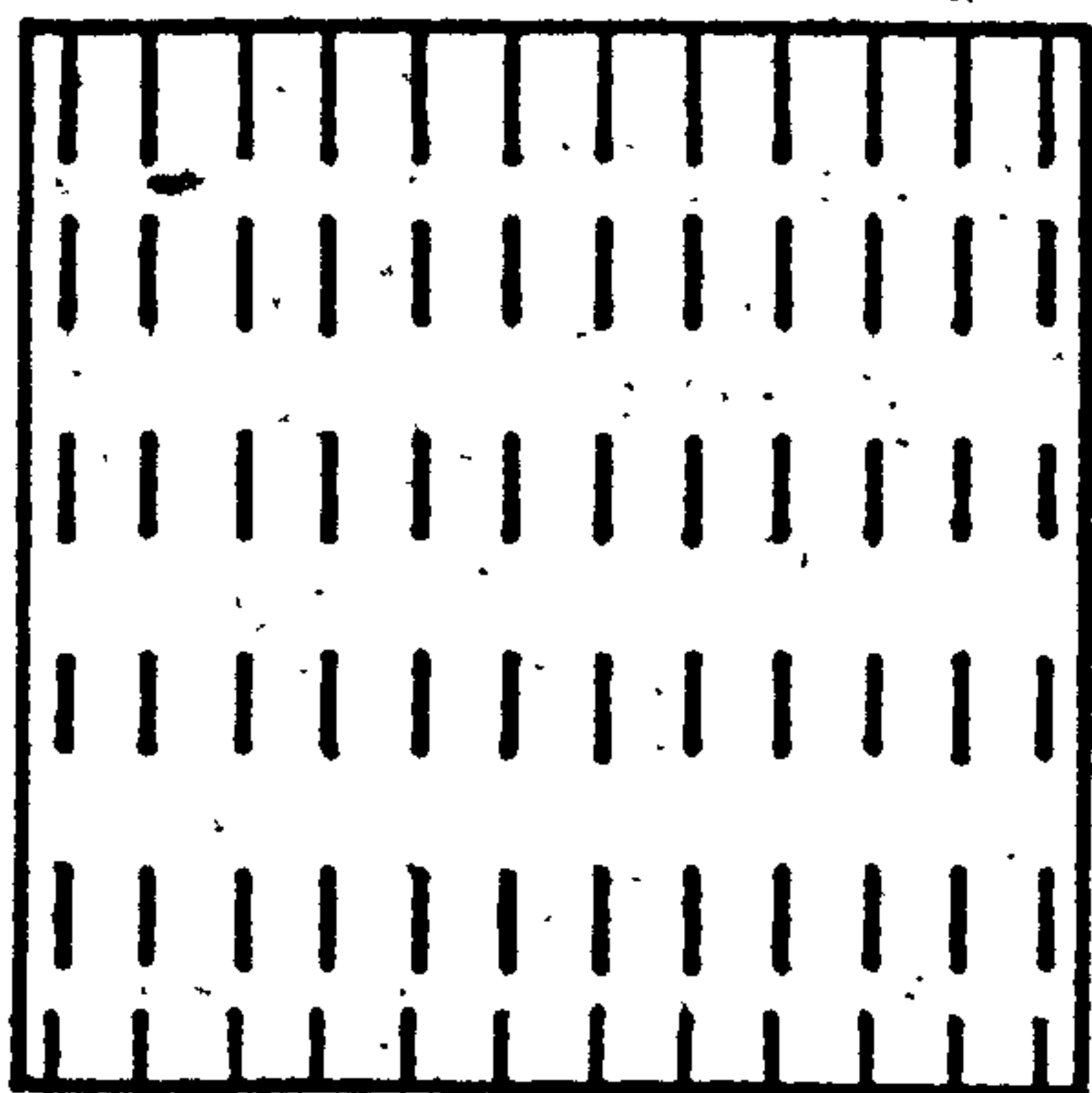
D



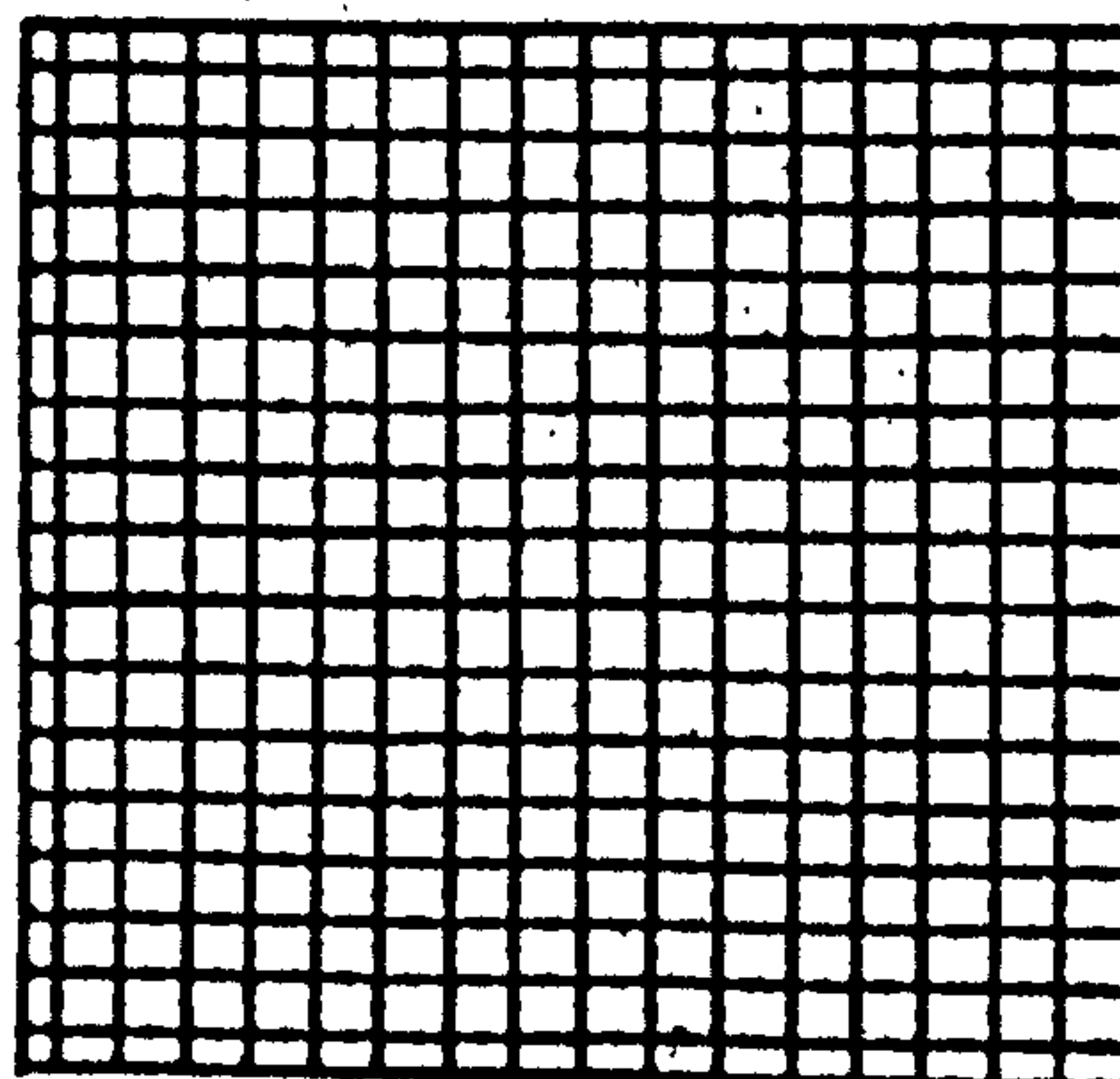
E*



F*



G*



H

Fig. 7.

The outside dimensions of the eight plastic areal symbols are 50mm square.

Asterisks identify a discriminable set.

a* 

b* 

c* 

d* 

e 

f* 

g* 

h 

i* 


j 

k 

l* 

m 

n 

o* 

p 

q* 

Fig.8 The seventeen linear plastic symbols are 100mm long.
Asterisks identify a discriminable set.

it was found that the differences for both areal and linear symbols were significant at less than the .001 level.

8. Discussion

The study was successful in increasing the number of discriminable tactile linear symbols from the 8 found by Nolan and Morris (1971) to 10. However, this does not exceed the upper limit of 10 suggested by Nolan and Morris and adds further evidence to the theory that there may be an inherent limitation in the variety of tactual discriminations a person can make on symbols of this kind. Alternatively, there may be limitations in the experimental design and it is hoped in future research to investigate this problem. The distinguishing parameters for linear symbols are evident from Figure 8. For interrupted lines spacing is a distinguishing parameter for dotted lines (c, d) but not for dashed lines (e, f). Lines with edges broken by vertical projections (k, m and n) are easily confused and the use of projecting lines of differing angles might be useful.

Areal symbols had a limited range, but we confirmed Nolan and Morris's finding that if the areal pattern is basically similar, as in B and D, change of direction on diagonals is not a good cue for discrimination. This is a cognitive problem and might be solved by introducing perceptual training.

One self-error in the areal symbols and 4 in the linear ones detracted from the number of legible areal and line symbols. Had it not been for these errors, 6 out of 8 areal symbols would have been discriminable and 12 out of 17 lines. One explanation for self-errors is that subjects may be examining the symbols too closely for subtle differences which do not exist, alternatively subjects have a response set for saying 'different' when in actual fact they mean 'same'.

Results for latencies oppose the 'mental set' explanation for like-pair errors. Subjects spent significantly more time discriminating like-pairs of symbols as compared with different. Although one subject did remark "It becomes mechanical after a while", the evidence shows that subjects did not continue answering 'different' when the symbols were the same.

A criticism of this study is that the symbols were presented in the same random order to each subject. In view of the length of the

test (40 minutes) practice and fatigue could have been compensated for by alternating the order of presentation. A further criticism is that time-keeping by stop-watch was both tiring for the experimenters and inaccurate, and more sophisticated timing would be useful in future work.

Future work on areal and linear symbols should include a more systematic analysis of the parameters which contribute to discriminability, and a consideration of the effect of variation in symbol relief to increase information redundancy.

Immediate research includes the assessment of discriminable tactile point symbols, including upper-case letters of the English alphabet, and an examination of the usefulness of this type of tactile code for school-children and adults who are braille and non-braille readers.

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Appendix 6.3

A Study on the Discriminability of Tactual Point
Symbols.

Research Bulletin of the American Foundation for
the Blind, Number 26, June 1973, pp 19-34.

Summary

Thirty tactual point symbols were tested for discriminability by the method of pair comparisons. The 194 visually handicapped subjects included schoolchildren, adults who read braille and adults who were non-braille readers. The results indicated that 13 point symbols met the criteria of discriminability suggested by Nolan and Morris (1971).

Introduction

Tactual maps and diagrams are composed of three categories of symbols: line symbols to designate boundaries or lines, areal or texture symbols for areas and point symbols to show specific locations or landmarks. This study is concerned only with point symbols.

The three major factors influencing the discrimination of tactual symbols are:-

- (i) size
- (ii) height
- (iii) form or configuration

(i) Size

Tactual symbols have to be constructed at a much larger size than visual ones because of the relative inadequacy of touch when compared with vision. Nolan and Morris (1971) found that symbols of 5 mm side length were considerably less confused than those at a smaller size. This prompted the recommendation that point symbols should not be smaller than 5 mm. The shortcoming of trying to define a minimum size for point symbols is that difference in size may be one of the major factors contributing to legibility among point symbols.

(ii) Height

Psychophysical studies of stimulus height or relief have been mainly concerned with the braille dot. For instance, Meyers (1955) found that differences of .025 mm between heights of neighbouring dots could be distinguished with 68% accuracy, and this improved to near 100% when the height differed by .127 mm. This indicates that variation in the height of tactual symbols may be a good distinguishing feature. Variation in height has been used to differentiate between point, areal and line symbols in the context of a tactual map (Wiedel, 1969) but not within these categories of symbols.

Schiff (1967) suggested that a pattern or a pattern unit providing differential rates of digital skin deformation gives an excellent basis for tactile discrimination in that this provides an intensity basis for tactile perception. Schiff, Kaufer and Mosak (1966) developed a tactual line whose properties specify direction such that the line felt smooth in one direction and rough in the other direction. Schiff and Isikow (1966) studied the effect of redundant information in a tactual histogram and found that a redundant presentation provided the fewest errors when size differences were small.

(iii) Form or configuration

A low two point limen, or threshold, of touch for the fingers is important in determining the form or configuration of a tactual symbol.

Boring (1942) and Weinstein (1968) found this was 2.3 mm for static touch. This corresponds to the interdot spacing for standard braille. The two point limen is reduced if active touch is employed and allows 'microdot' braille (1.9 mm spacing) to be legible. However, braille reading speed is considerably reduced when the interdot distance is reduced to 2 mm (Calvin and Clark, 1958; Meyers, Ethington and Ashcroft, 1958).

Schiff and Dytell (1971) recommend that "although the terms tactual and tactile are used interchangeably throughout most of the literature, we suggest that tactual specify the active use of part of or the entire hand as a 'sense organ system' (Gibson, 1966), including the obtaining of stimuli from muscles and joints as well as the skin, while tactile should specify skin sensitivity per se, implying 'passive' touch (Gibson, 1962) in most cases".

Major (1898) tested both solid and outline circles and triangles. He ranked the outline circles as the easiest to discriminate and the solid circles as the most difficult. Zigler and Barrett (1927) tested solid, outline and punctate symbols and found that the outline figures gave the most accurate scores. It appears that the pad of the finger feels an outline shape more easily than a solid one, but this does not hold when the size is reduced. Austin and Sleight (1952) examined the tactile and tactual discriminability of both outline and punctate point symbols and found that outline figures with tactual reading were the most discriminable.

The two point limen of touch may be lowered by the use of active touch and by training (Boring, 1942; Weinstein, 1968). Consequently, these factors may be important in the discrimination of embossed symbols.

Nolan and Morris (1971) studied 12 point symbols embossed in plastic at 5 mm size and found 8 to be discriminable. They also tested 19 symbols embossed in paper of which the largest was 14 mm and found 11 to be discriminable. Wiedel and Groves (1969) tested 15 point symbols and found 3 to be discriminable but details of their testing procedures are not reported.

The aim of this experiment is to study the discriminability of 5 mm tactual point symbols for four groups of subjects. The four groups of visually handicapped subjects are schoolboys, schoolgirls, adults who read braille and adults who are non-braille readers. The data obtained from this experiment is to be used in the future design of tactual maps and diagrams.

1. Experiment 1

1.1 Method

Subjects

Forty-five blind schoolboys, 52 blind schoolgirls, 32 blind adults who read braille and 27 blind adults who do not read braille were used as subjects; they were not paid for their services. The adults were a convenience sample of those who agreed to be tested at various centres for the blind. The mean ages for these groups are shown in Table 1.

Table 1 Ages and length of time registered blind in years

	Boys	Girls	Adult braille readers		Adult non-braille readers	
	age	age	age	onset	age	onset
Mean	15.1	15.7	44.6	29.2	54.4	13.7
S.D.	2.1	2.0	15.8	21.4	13.4	17.1

For the schoolchildren IQ scores, ages and braille reading speeds were obtained from the schools. They assessed braille reading speed in the following way.

- (i) the child read braille text out loud to the whole class for 3 minutes.
- (ii) a score was taken for the number of braille lines completed.
- (iii) the number of lines completed was then multiplied by 0.75 to give an average speed in pages of braille per hour.

The adults were asked for their age, date of becoming registered blind, degree of blindness and their experience with tactual maps. Braille readers were defined as those who said they were proficient grade 2 braille readers. The degree of blindness was specified as three groups - totally blind (T), perception of light (PL) and perception of hand movement (HM). Experience with tactual maps was subdivided into - a good deal (A), some (B) and very little or none (C). The results are summarized in Table 2.

Table 2 Number of adult subjects by sex, degree of blindness and experience with tactual maps.

	N	Sex		Degree of blindness			Experience with maps		
		male	female	T	PL	HM	A	B	C
Braille readers	32	18	14	23	4	5	5	12	15
Non-braille readers	27	11	16	6	7	14	0	3	24

Selection of symbols

A pilot study was conducted using symbols based on those tested by Nolan and Morris (1971), Schiff (1967), Wiedel and Groves (1969), and those in current use in Britain. Symbols consisting of groups of dots were rejected since these were considered to be multiple symbols. Fifty different symbols with a maximum side length of 5 mm were produced in 0.18 mm semi-rigid vinyl sheet with 1.5 mm relief. The symbols were vacuum-formed from a master made by a computer-aided production system (Gill, 1972).

Following a pilot study, thirty symbols were chosen for testing and divided into three groups of ten (Figure 3). The allocation into different groups was done so that symbols thought likely to be confused were in the same group.

Apparatus

The apparatus is shown in figure 1. The screen excluded the use of residual vision. The symbols were mounted 50 mm apart on three disks; 55 pairs on each disk. The disks were rotated by the experimenter so that the symbols were in the same place under the subject's fingers. The order of the pairs and the order of presenting the pairs was determined randomly. The order of presenting the disks and the direction of rotation was also determined randomly giving 18 different orders of presentation.

1.2 Design

Symbols within each set were tested by means of paired-comparison; each symbol in a set was compared with itself and every other symbol. Each group of 10 symbols gave 55 combinations. Four sample pairs, which were not included in the experiment, were used to familiarise the subjects with the procedure.

The order of presenting the disks and the direction of rotation was determined randomly.

1.3 Procedure

Three examiners tested the subjects. Standard instructions are shown in figure 2. Each subject examined every pair of symbols and had to report whether they were the 'same' or 'different'. To prevent knowledge of results only one stroke of the pen was made by the examiner in a 'right' or 'wrong' column on the scoring sheet.

1.4 Criteria

Nolan and Morris (1971) report the following criteria as being the most useful in selecting discriminable tactile symbols for the blind:

- (i) average confusion with other acceptable symbols must be 5% or less.
- (ii) confusion with itself or any other single symbol, acceptable by criterion (i), should be 10% or less.
- (iii) any symbols acceptable by criteria (i) and (ii) must be independent of academic grade differences.

Criteria (i) and (ii) were adopted for the purpose of this study.



Figure 1. Experimental apparatus.

1. Please put both hands onto the two symbols in front of you (guide hands if necessary).
2. You have to say whether the two symbols are the 'same' or 'different'. You just say 'same' or 'different'.
3. There is no time limit and I will not be timing you, but remember once you have made a decision you cannot change your mind.
4. Just lift your fingers off the symbols when you have made your decision and do not put them onto the next pair of symbols until I say 'now'.
5. We will have four test symbols and I will tell you if you are right or wrong.
- 6.. Any questions?
7. We are now beginning to experiment and from now on I cannot tell you whether you are right or wrong. Do not spend time worrying about small details. The experiment consists of three parts of about five minutes each.

1.5 Results

Tables 3-14 show the percentage of errors for the three groups of symbols for each of the four groups of subjects. Table 15 summarises the results using the Nolan and Morris criteria.

Table 3 Percentage of errors - schoolboys, symbol group A, N = 45.

	1	2	3	4	5	6	7	8	9	10
1	2.2	0	2.2	0	2.2	0	0	0	0	0
2		4.4	0	0	0	0	0	0	0	0
3			24.4	0	2.2	6.7	0	0	0	0
4				13.3	2.2	0	0	0	0	0
5					8.9	0	0	0	0	2.2
6						17.8	0	0	0	0
7							0	0	0	2.2
8								4.4	6.7	0
9									2.2	0
10										13.3

Table 4 Percentage of errors - schoolboys, symbol group B, N = 45

	11	12	13	14	15	16	17	18	19	20
11	0	0	2.2	0	0	0	2.2	0	0	0
12		6.7	2.2	0	2.2	44.4	0	0	28.9	6.7
13			4.4	0	0	0	0	0	0	0
14				8.9	4.4	0	0	0	0	0
15					4.4	2.2	0	0	0	0
16						15.6	2.2	0	15.6	17.8
17							6.7	0	2.2	0
18								11.1	0	4.4
19									2.2	4.4
20										31.1

Table 5. Percentage of errors - schoolboys, symbol group C, N = 45

	21	22	23	24	25	26	27	28	29	30
21	27.8	4.4	4.4	11.1	2.2	0	0	0	0	0
22		26.7	2.2	2.2	0	0	0	0	0	0
23			24.4	8.9	6.7	0	2.2	4.4	0	4.4
24				15.6	0	2.2	0	4.4	0	4.4
25					6.7	0	0	4.4	2.2	0
26						6.7	0	13.3	0	2.2
27							0	11.1	0	24.4
28								8.9	0	0
29									11.1	0
30										8.9

Table 6. Percentage of errors - schoolgirls, symbol group A, N = 52

	1	2	3	4	5	6	7	8	9	10
1	0	0	0	1.9	0	1.9	0	0	0	0
2		3.8	0	1.9	0	0	0	0	0	1.9
3			15.4	0	0	1.9	0	0	0	0
4				5.8	1.9	0	0	5.8	0	0
5					9.6	3.8	0	0	1.9	9.6
6						3.8	0	0	0	0
7							1.9	0	0	0
8								7.7	19.2	0
9									1.9	1.9
10										1.9

Table 7. Percentage of errors - schoolgirls, symbol group B, N = 52.

	11	12	13	14	15	16	17	18	19	20
11	1.9	0	1.9	0	0	0	1.9	0	0	0
12		1.9	0	0	3.8	50.0	3.8	1.9	17.3	5.8
13			3.8	0	0	0	0	0	0	0
14				1.9	3.8	1.9	0	0	0	1.9
15					0	1.9	0	0	1.9	1.9
16						7.7	0	1.9	7.7	11.5
17							9.6	0	5.8	0
18								11.5	0	1.9
19									5.8	5.8
20										11.5

Table 8. Percentage of errors - schoolgirls, symbol group C, N = 52

	21	22	23	24	25	26	27	28	29	30
21	11.5	0	0	1.9	1.9	1.9	0	1.9	1.9	0
22		19.2	0	0	1.9	0	1.9	0	0	3.8
23			19.2	3.8	7.7	0	1.9	3.8	1.9	11.5
24				21.2	5.8	0	0	3.8	1.9	7.7
25					3.8	3.8	0	7.7	0	1.9
26						1.9	0	5.8	0	0
27							25.0	5.8	0	34.6
28								3.8	0	1.9
29									3.8	1.9
30										3.8

Table 9. Percentage of errors - adult braille readers, symbol group A, N = 32.

	1	2	3	4	5	6	7	8	9	10
1	0	3.1	0	6.3	0	9.4	0	0	0	0
2		0	0	0	0	0	0	0	0	0
3			15.6	3.1	15.6	28.2	0	0	3.1	3.1
4				12.5	0	3.1	0	6.3	0	0
5					3.1	3.1	3.1	3.1	0	31.2
6						21.7	0	0	0	3.1
7							6.3	3.1	0	3.1
8								0	15.6	3.1
9									3.1	3.1
10										15.6

Table 10. Percentage of errors - adult braille readers, symbol group B, N = 32.

	11	12	13	14	15	16	17	18	19	20
11	9.4	6.3	6.3	3.1	0	6.3	6.3	3.1	6.3	3.1
12		9.4	3.1	12.5	6.3	65.6	0	0	25.0	21.7
13			3.1	6.3	3.1	0	3.1	3.1	0	6.3
14				9.4	9.4	3.1	0	3.1	0	0
15					3.1	3.1	0	3.1	3.1	0
16						3.1	12.5	3.1	28.2	21.7
17							12.5	6.3	9.4	6.3
18								3.1	6.3	18.7
19									9.4	6.3
20										6.3

Table 11. Percentage of errors - adult braille readers, symbol group C, N = 32.

	21	22	23	24	25	26	27	28	29	30
21	9.4	18.7	6.3	21.7	12.5	15.6	3.1	0	6.3	3.1
22		6.3	15.6	9.4	9.4	3.1	6.3	6.3	3.1	9.4
23			15.6	9.4	21.7	0	6.3	9.4	6.3	21.7
24				12.5	15.6	12.5	0	15.6	6.3	12.5
25					15.6	9.4	3.1	21.7	6.3	9.4
26						6.3	0	18.7	0	6.3
27							3.1	18.7	0	46.9
28								12.5	3.1	12.5
29									6.3	0
30										6.3

Table 12. Percentage of errors - adult non-braille readers, symbol group A, N = 27

	1	2	3	4	5	6	7	8	9	10
1	7.4	0	11.1	11.1	11.1	14.8	0	3.7	0	3.7
2		11.1	3.7	7.4	0	11.1	7.4	3.7	7.4	11.1
3			22.2	11.1	25.9	48.1	11.1	3.7	7.4	18.5
4				33.3	11.1	22.2	3.7	22.2	22.2	24.8
5					18.5	22.2	18.5	25.9	3.7	59.2
6						22.2	0	3.7	3.7	7.4
7							3.7	14.8	7.4	18.5
8								29.6	37.0	18.5
9									29.6	14.8
10										25.9

Table 13. Percentage of errors - adult non-braille readers, symbol group B,
N = 27

	11	12	13	14	15	16	17	18	19	20
11	33.3	0	7.4	0	3.7	7.4	14.8	7.4	7.4	3.7
12		25.9	0	25.9	37.0	55.5	3.7	3.7	51.8	18.5
13			18.5	3.7	0	0	3.7	3.7	3.7	0
14				18.5	25.9	33.3	0	3.7	3.7	3.7
15					11.1	29.6	3.7	0	14.8	14.8
16						33.3	11.1	14.8	40.7	40.7
17							44.4	22.2	22.2	14.8
18								22.2	7.4	44.4
19									22.2	25.9
20										29.6

Table 14. Percentage of errors - adult non-braille readers, symbol group C, N=27

	21	22	23	24	25	26	27	28	29	30
21	18.5	22.2	29.6	33.3	18.5	18.5	3.7	3.7	14.8	7.4
22		51.8	37.0	29.6	22.2	3.7	0	29.6	3.7	14.8
23			62.9	18.5	40.7	7.4	25.9	29.6	3.7	44.4
24				44.4	25.9	25.9	3.7	22.2	14.8	25.9
25					29.6	22.2	18.5	22.2	14.8	22.2
26						18.5	14.8	44.4	25.9	14.8
27							18.5	33.3	3.7	66.7
28								22.2	3.7	40.7
29									25.9	3.7
30										25.9

Table 15

Mean number of errors per subject and the number of discriminable symbols in the three groups.

Group	Mean number of errors per subject	Number of discriminable symbols on the 3 disks		
		A	B	C
Schoolboys	3.6	6	6	3
Schoolgirls	3.3	8	7	5
Adult braille readers	7.1	5	6	4
Adult non-braille readers	18.2	2	0	0

2. Experiment 2

By combining the results of the schoolboys and schoolgirls, there were 7 discriminable symbols in group A, 6 in group B and 5 in group C ($N = 97$). The previous experiment only demonstrated that they were discriminable within their own group. In this experiment the 18 symbols were compared with the symbols in the other two groups and with themselves. This resulted in 125 pairs.

The experimental procedure was identical to the previous experiment except that only two disks were used. Thirty-eight blind school boys were used as subjects.

The results are shown in Table 16. Subjects made an average of 2.8 errors. The discriminable symbols are indicated by an asterisk in figure 3.

Table 17 Statistical results - Spearman Correlations

Expt. No.	Subject group.	Variable/number of correct decisions.	Spearman's Rho.	t for significance of Rho.	DF	Correlations	Significance
1	schoolboys	braille reading speed	.230	1.556	43	+	No
1	schoolboys	age	-.037	-.246	43	-	No
1	schoolboys	IQ	.507	3.853	43	+	Yes p < .001
1	schoolgirls	braille reading speed	.030	.185	39	+	No
1	schoolgirls	age	-.060	-.428	50	-	No
1	schoolgirls	IQ	.024	.130	30	.	No
1	adult braille readers	age	-.417	-2.516	30	-	Yes p < .02
1	adult braille readers	onset of blindness	-.268	-1.526	30	-	No
1	adult braille readers	age	-.284	-1.482	25	-	No
1	adult braille readers	onset of blindness	-.059	-.294	25	.	No
2	schoolboys	braille reading speed	.175	1.055	35	-	No
2	schoolboys	age	-.252	-1.561	36	-	No
2	schoolboys	IQ	.393	2.56	36	+	Yes p < .02

Table 18 Statistical results - Kruskal-Wallis Analysis of Variance

Expt. No.	Subject Group	Variable	Kruskal-Wallis H	DF	Significance	
1	braille readers	map experience	7.853	2	yes	$p < .02$
1	braille readers	degree of blindness	2.772	2	no	
2	schoolboys	grade	.423	2	no	
1	non-braille readers	degree of blindness	2.172	2	no	

Table 19 Statistical results - Mann Whitney U test

Expt. No.	Subject Group	Variables	Mann-Whitney U	N1	N2	Significance	
1	adult braille readers.	performance of males & females.	121	18	14	No	
1	adult non-braille readers.	experience with maps/ correct decisions.	33	3	24	No	
1	adult non-braille readers.	performance of males & females.	84	11	16	No	
1	schoolchildren.	performance of females and males.	1097	52	45	No	
1	adults.	performance of braille readers and non-braille readers.	133	32	27	Yes	$p < .01$

<u>Group A</u>	<u>Group B</u>	<u>Group C</u>
1* ≡	11* >	21 +
2* =	12 ▲	22 P
3 B	13* □	23 R
4 E	14* □	24 S
5 F	15* ■	25* U
6 H	16 ◁	26* ⊙
7* I	17 Y	27 ●
8 J	18 Z	28 ○
9* L	19 A	29* C
10* T	20 ↑	30* *

Fig.3. The thirty point symbols. Asterisks identify a discriminable set.

3. Discussion

The statistical analysis (Tables 17-19) indicates that there is no significant sex difference in performance. Nolan and Morris's (1971) third criterion of discriminability was that there should be no significant difference in performance by academic grade. In the second experiment there was no significant correlation with grade or age for the schoolchildren although there was a significant correlation with I.Q. for the schoolboys but not the schoolgirls. Nolan and Morris (1971) found no significant difference in performance with academic grade although this was significant in an earlier experiment (Morris and Nolan, 1963).

For the adult braille readers there was a negative correlation with age. The subjective assessment by adult braille readers of their map experience provided a significant correlation with performance. It is not possible to assess whether this would also hold for the non-braille readers since very few had had any experience with tactual maps (Table 2).

The authors observed that the method of inspection varied between subjects. Some subjects just placed their fingers on the symbols but others moved their fingers round the edges and in the centre of the symbol. The latter group seemed to perform better than those who used just passive touch. This agrees with the findings of Austin and Sleight (1952).

Jansson (1972) found that the following kinds of point symbols are often confused:

1. Evenly embossed surfaces of different form
2. Closed contours of different form
3. Open contours of different form
4. Combinations of similar units

The last group was excluded from this experiment.

In this experiment, ten of the discriminable symbols were of the open contour type while two were of the closed contour type and only one was an evenly embossed surface.

The use of the method of paired-comparison for studying the discriminability of tactual symbols has been questioned by Schiff (1967):

"The method of paired-comparison yields results of limited value in tactile discrimination studies related to diagrammatic presentation of information, since it leads one to assume better discriminability than actually present, because as amount of information to be discriminated is increased, lines or symbols of other sorts lose their discriminability".

In a tactual map a point symbol is usually used in context; for instance in a street map a roundabout only occurs at a road junction. This means that a symbol may be discriminable in context on a map although it was not found to be discriminable in a paired-comparison experiment.

Another disadvantage of using the method of paired-comparison is that the number of tests is $N(N + 1)/2$ where N is the number of different symbols to be tested. In order to keep this experiment to a reasonable length it was necessary to split the symbols into three groups of ten. This still gave 165 tests per subject and meant that the whole experiment required 30490 tests. The monotony of the experiment may have caused an increase in the number of errors.

In the second experiment 'test-retest' was used on the like pairs for 20 subjects but the sample size was too small to use this as a measure of the precision of the experiment.

This experiment has demonstrated that 13 point symbols can be discriminated by the blind school children used as subjects. It must be taken into account that the experiment only used symbols in one size, at one elevation and in one orientation. If multi-height and variation in symbol size are included then the set of discriminable symbols may be increased in number. The experiment did not study the discriminability and minimum spacing of the symbols when used on a tactual map in the presence of 'noise'.

For over a decade research has been carried out on the discriminability of tactual symbols but the symbols have not been chosen by any scientific analysis of their structure. Future work should involve more imaginative design of symbols and their discriminability should be analysed in the context of a tactual map or diagram.

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Appendix 6.4

'Mobility Maps' for the Visually Handicapped:
A Study of Learning and Retention of Raised Symbols.

To be published in Research Bulletin of the American
Foundation for the Blind.

'Mobility Maps' for the Visually Handicapped: A
Study of Learning and Retention of Raised Symbols.

G.A. James¹ and J.M. Gill²

Summary

Twenty-five visually handicapped schoolchildren participated in a paired-associate learning experiment. S's had to learn the meanings of 14 different tactual symbols to a criterion of two errorless trials. Retention was measured by the savings method and the results showed a savings of 40.2%. Total percentage error scores showed that some symbols were easier to learn than others; these differences are explained in terms of symbol discriminability and information content. A further experiment showed that S's could locate and identify these symbols in the context of a map. No significant differences in the number of correct symbols identified were found between S's using a key and those using memory alone.

¹ Blind Mobility Research Unit, University of Nottingham.

² Inter-University Institute of Engineering Control, University
of Warwick.

1. Introduction

In many situations a tactual map will provide information to visually handicapped persons more effectively than a verbal map. Many of these situations have yet to be defined. However, at a practical level some teachers have found tactual maps to be a viable means of teaching visually handicapped students orientation and mobility skills or reinforcing environmental concepts. Tactual maps used for this purpose are commonly known as 'mobility maps' in Britain and 'travel maps' in the United States. Leonard and Newman (1970) and Bentzen (1972) have shown experimentally that mobility maps can present information allowing highly mobile visually handicapped persons, who are also braille readers, to travel in unknown environments.

Listing the useful environmental features for orientation and navigation by the visually handicapped has been undertaken in two recent studies (James, 1972 and James, Armstrong and Campbell, 1973). In the first of these studies the problems of representing environmental information on tactual maps was discussed. Two of these problems will be briefly discussed here.

First, empirical studies of tactual symbols of areas, lines and points have indicated that there are a limited variety of tactually distinctive symbols that can be produced within these classes (Nolan and Morris, 1971; James and Gill, 1972; Gill and James, 1972). Nolan and Morris (1971) have stated that "until an inventory of greater numbers of legible symbols is accumulated, the potential for standardisation is limited". These studies, done by the paired-comparison method, only tested discrimination and did not test the possible improvements that perceptual training may have on performance.

Second, mobility maps are generally hand-made at a local level sometimes employing volunteer help. Different production methods and different materials are used from one locality to another. As yet, no study has been made of the different qualities and forms of symbols that can be made by these different methods.

In spite of these two problems there has been a frequent plea amongst teachers and the visually handicapped map users for some agreement on the symbols to be used on mobility maps. Some conventional users of symbols would save the map-maker from developing his symbols from trial and error but would still give him scope for making improvements; moreover, a visually handicapped map-user would be able to familiarise himself with some basic symbols and would not be required to learn a new code for every different map he encountered.

Sighted map-readers do not understand the great variety of symbols found on print maps by a process of 'common sense' but through familiarity with conventional symbols which often contain several points of information. The distinctive information properties of symbols can facilitate the learning and retention of their meanings.

Foulke and Morris (1961) and Nolan and Morris (1963) used paired-associate learning tasks to assess the learning and retention of associations between tactual symbols and verbal responses. Both studies indicated that associations could be learnt easily and retained at a fairly high level.

In order to extend the approach made by these paired-associate learning studies to cover a more practical problem,

tactual symbols were chosen from those in common use to represent different environmental features or landmarks used by the visually handicapped for orientation and navigation. An experiment was designed to discover how easily the chosen symbols could be associated with their meanings and how well the associations could be retained in the memory over a period of time. Information was also sought concerning the relative confusability of the symbols and the principles which determine good legibility. Finally, it was hypothesized that once symbols and their meanings had been learnt they could be identified on a tactual map without recourse to a key.

2. Method

The total duration of the experiment was 43 days involving three separate experimental sessions.

2.1 Session 1: the initial learning phase.

Fourteen different symbols were produced using a computer-assisted production system (Gill, 1972). Plastic copies were vacuum-formed in Brailon which is a semi-rigid calendered vinyl 0.2 mm thick. The relief of line symbols was 1 mm and point symbols 1.5 mm. Line and point symbols were combined to represent some features. Print outlines of the symbols used are shown in Figure 1. The tactual symbols were mounted on stiff card 150 x 100 mm. Instructions (see Appendix 1) were presented to the subjects on a magnetic tape recording. Subjects received randomly ordered symbols to a maximum of 10 trials so that each symbol could be inspected 10 times. On the words "next symbol" the subject received a symbol and had 10 seconds to inspect it before the association words were heard from the tape recorder. After examining each symbol and hearing its meaning once, S's were required to give these association words before they were heard from the tape recorder. The criterion for completion of the task was two errorless trials, each trial consisting of the 14 symbols.

2.2 Session 2: relearning phase.

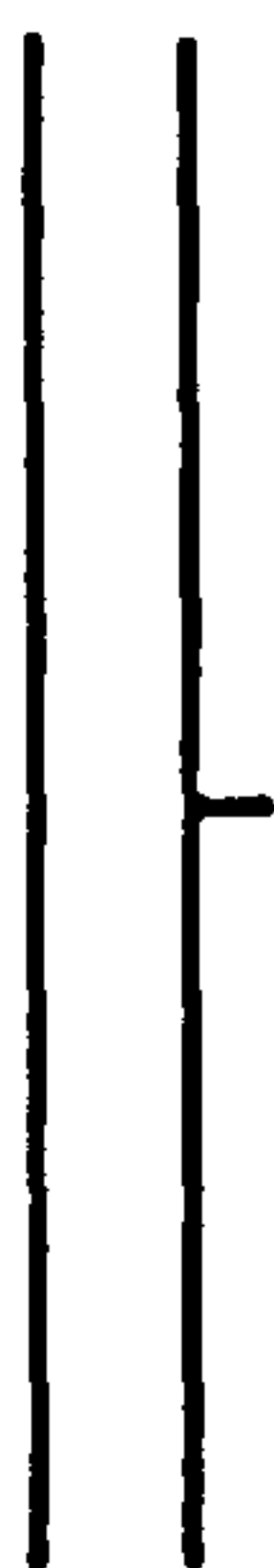
Twenty-one days after the learning phase of the experiment, a further session was conducted to assess the subjects' recall of symbol associations and 'savings' on retention. The procedure was identical to the first session.

SYMBOL
NUMBER

SYMBOL

ASSOCIATION

1



ROAD WITH BUS-STOP

2



RAILWAY

3



ROAD WITH ZEBRA CROSSING

4



STEPS GOING DOWN

cros-section



5



NORTH EDGE OF THE MAP



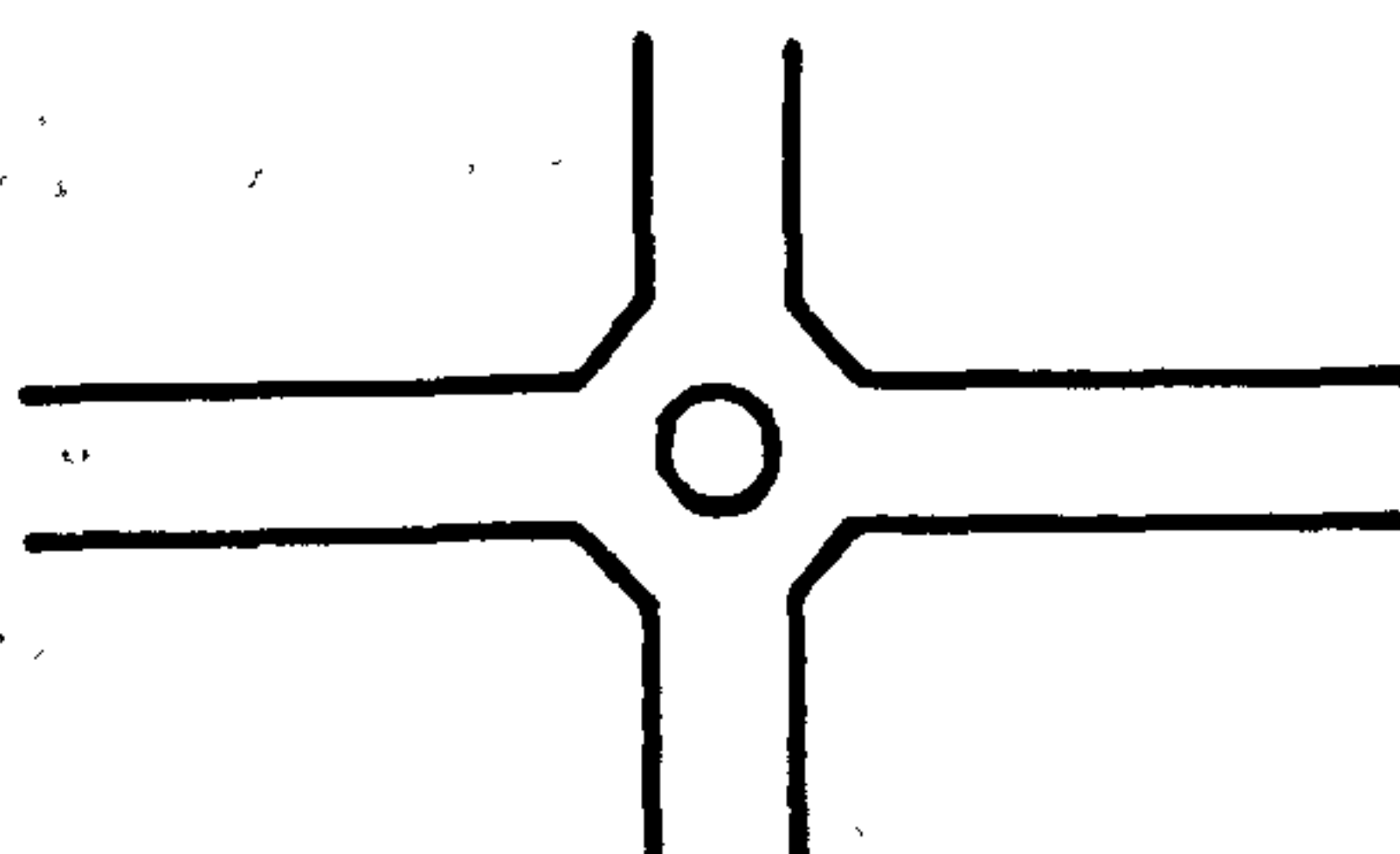
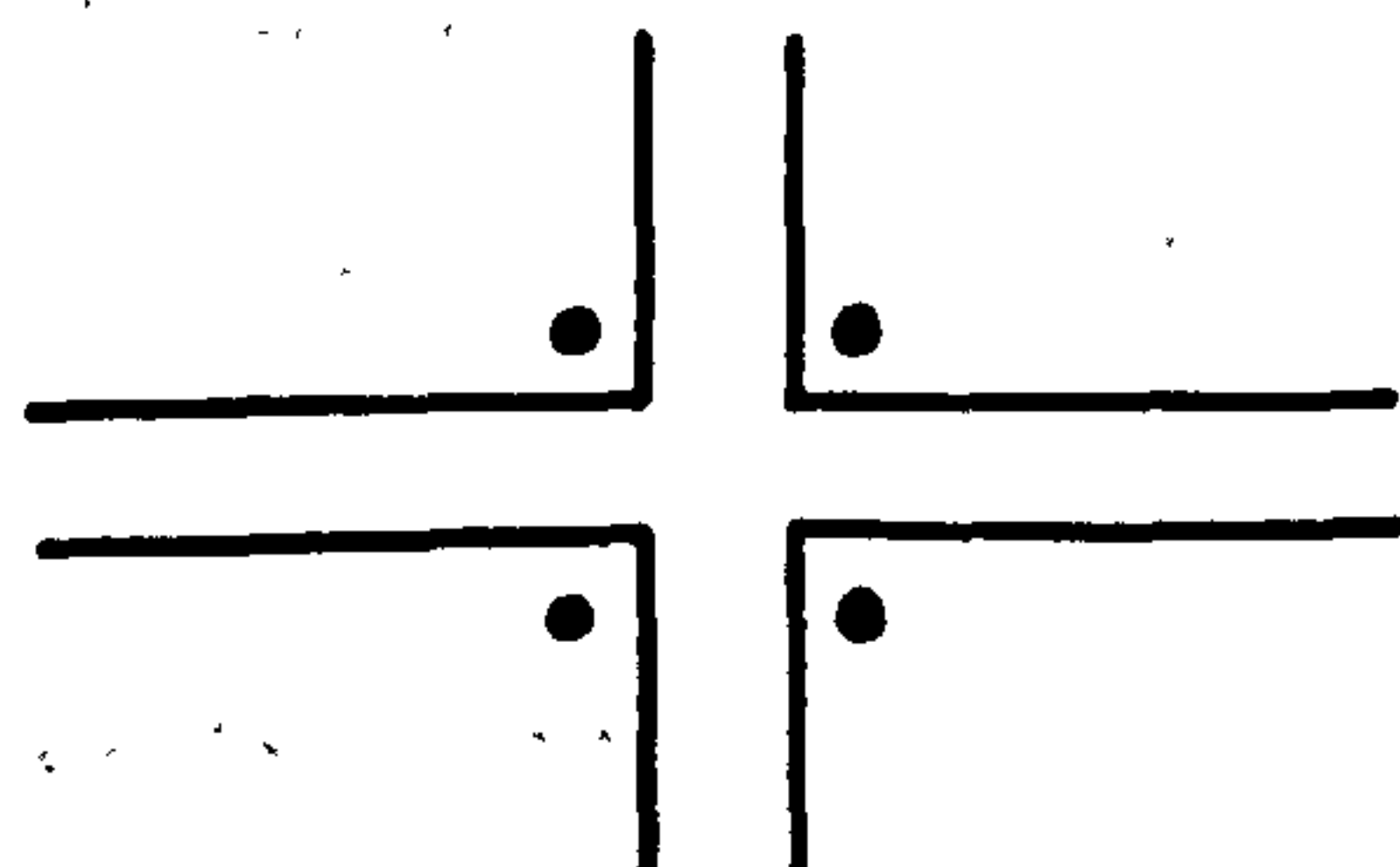
6



DUAL CARRIAGEWAY

50 mm

FIG. 1a. Print outlines of the tactual symbols presented to the subjects.

SYMBOL NUMBER	SYMBOL	ASSOCIATION
7	-----	FOOTPATH
8	+	CHURCH
9	⋮	STEPS GOING UP
10	<p>cross-section ▲▲▲</p> 	ROAD GOING UPHILL
11		BUILDING WITH ENTRANCE
12		CROSSROADS WITH ROUNABOUT
13		CROSSROADS WITH TRAFFIC LIGHTS
14	T	TOILET

50 mm

FIG.1b. Print outlines of the tactual symbols presented to the subjects.

2.3 Session 3: identifying symbols on a tactual map.

After a further period of 21 days subjects were assigned to one of two matched groups on the basis of their recall scores from the previous session. One group was randomly designated the Key Group (K) and the other the No Key Group (NK). Subjects in both groups were given a tactual pseudomap displaying all the symbols used previously (Fig. 2). Group K were also given two pages of Brailon showing the 14 tactual symbols with the associations in braille. Group NK was asked to identify the symbols on the pseudomap from memory. Instructions for this task are shown in Appendix 2.

3. Subjects

Subjects were 25 visually handicapped schoolchildren. One subject was unavailable for the second session and 4 were unavailable for the third session. Eight of the subjects were girls and the remainder boys. Only one subject relied on some residual vision to aid tactual inspection of the symbols. The sample included a range of ages from junior to secondary level (mean age = 11.54 yrs., range 7.41 - 17.66 yrs., S.D. = 3.05).

IQ scores for 21 of the subjects were obtained from the school (mean IQ = 100, range 75 - 144, S.D. = 13.91). IQ had been measured by the Williams IQ test for the visually handicapped (Williams, 1956). The authors would like to point out that although the majority of the IQ scores were obtained within the last 2 years, one student was tested as long as 10 years ago. One of the items commonly used in the Williams test is a digit span of apprehension. This test was administered at the school by the authors and consisted of reading lists of

North edge of the map

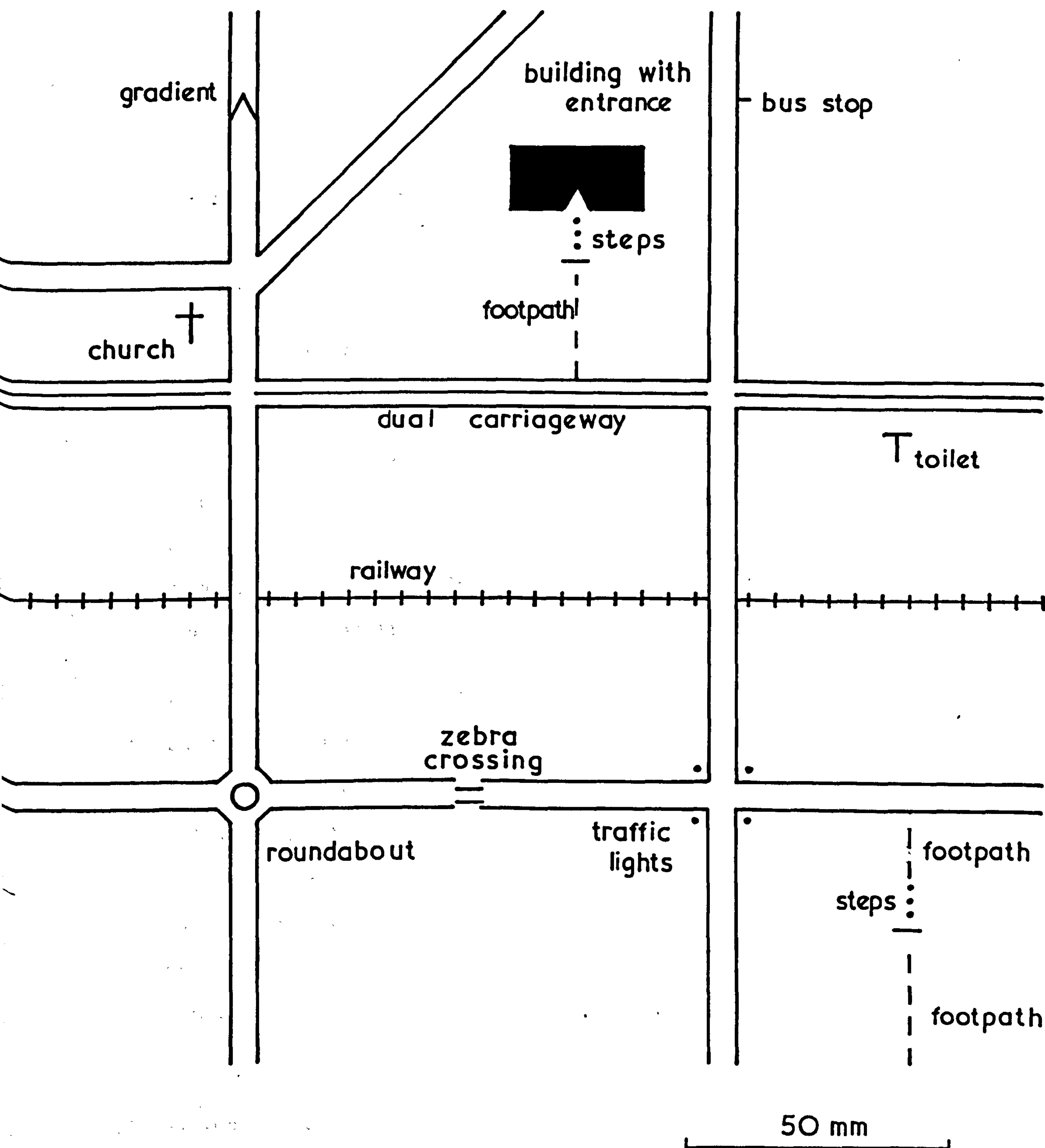


FIG. 2. Pseudomap used for the evaluation of symbols in the context of a map.

digits and asking the subject to repeat them correctly in the same order (Woodworth and Schlosberg, 1955, page 696). The mean score was 3.3 digits (range 1.5 - 5.5, SD = .97).

4. Results

The results of the experiment were scored on several dependant variables; in addition, correlations were computed to assess the effects of several independent variables (Table 1).

Six subjects in the learning trials and 1 in the relearning failed to reach the set criterion of 2 errorless trials.

Figure 3 shows the two learning curves for the learning and relearning sessions. As some subjects failed to reach the criterion alternative methods of plotting the learning curves were not attempted. Only one subject was responsible for the error rate from trial 5 to 10 on the relearning curve.

S's took a mean of 6.83 trials (SD = 2.1) for the learning phase and 4.08 trials (SD = 1.8) for relearning; this gives a savings of 40.2%. The percentage error, out of total responses, for each symbol is shown in Figure 4 and indicates considerable variability among error rates for different symbols. Differences between the percentage errors for the learning and relearning sessions are more apparent than suggested by the savings score.

Table 2 shows a confusion matrix compiled from data for incorrect responses given by the subjects. The scores for the two matched groups who had to identify symbols on a pseudomap are shown in Table 3.

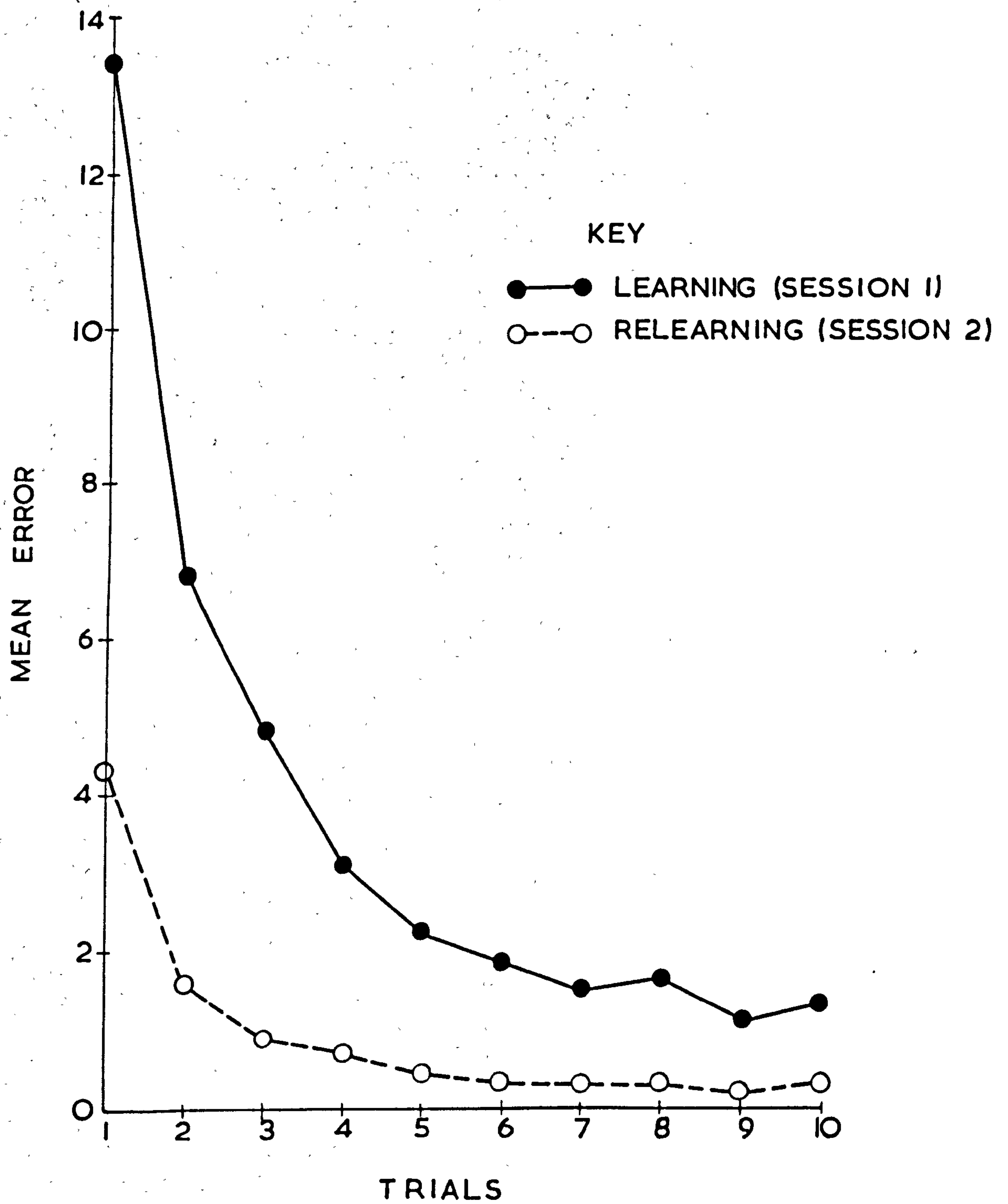


FIGURE. 3. COMPARISON OF LEARNING CURVES.

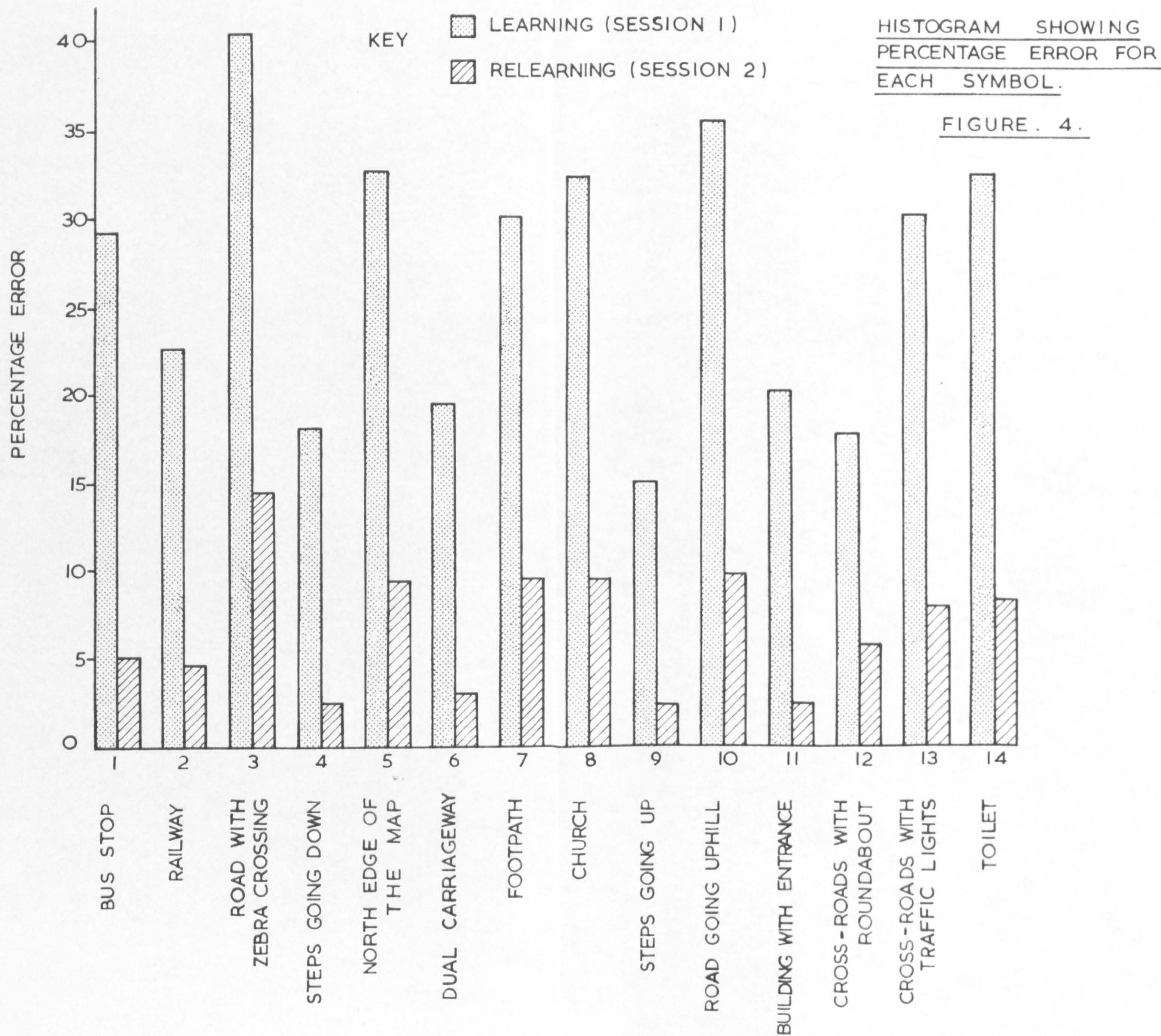


Table 1. Statistical results, Spearman correlations.

Session number	Variables	Spearman's Rho	t for significance of Rho	DF	Significance and correlation
1	age/no. of trials	- .21	- 1.01	22	No -
1	age/no. of errors	- .27	- 1.31	22	No. -
2	age/no. of trials	- .18	- .88	22	No -
2	age/no. of errors	- .22	- 1.06	22	No -
3	age/no. of errors	- .35	- 1.65	19	No -
1	IQ/no. of trials	- .14	- .61	19	No -
1	IQ/no. of errors	- .25	- 1.16	19	No -
2	IQ/no. of trials	- .04	- .20	19	No -
2	IQ/no. of errors	- .25	- 1.16	19	No -
3	IQ/no. of errors	.06	.26	17	No +
1	STM/no. of trials	.05	.27	22	No +
1	STM/no. of errors	- .02	- .12	22	No -
2	STM/no. of trials	.02	.13	22	No +
2	STM/no. of errors	- .01	- .07	22	No -
3	STM/no. of errors	- .21	- .97	19	No -

Table 2. Confusion matrix (learning and relearning trials combined).

		SYMBOLS PRESENTED													
		1	2	3	4	5	6	7	8	9	10	11	12	13	14
REPLY FROM SUBJECT	1		.2	2.2		.4	.2	.6	.2		2.0				
	2					1.8	1.2	3.3							
	3	1.0									2.7			.8	.2
	4								1.2	2.0					1.8
	5		.6					1.8	.2		.2				
	6		.4			.4		.4				.2			
	7		2.2			2.9	.2								
	8				.2										3.1
	9		.2		2.0				.6						1.4
	10	.8		3.5					.2				.8		
	11				.2										
	12			.2					.6		.8			1.4	
	13	.2		.8	.2				.2		1.2		1.0		
	14	.2			.2	.2			1.4	.2		.2			
		bus stop	railway	road with zebra crossing	steps going down	north edge of the map	dual carriageway	footpath	church	steps going up	road going uphill	building with entrance	crossroads with roundabout	crossroads with traffic lights	toilet

Table 3. Mean correct scores and ranges for the two matched groups for identifying symbols on a pseudomap.

Group	N	mean	range
K	10	12.4	9 - 14
NK	11	10.63	2 - 14

The data for this analysis were negatively skewed (-1.75) and although mean scores are used for descriptive purposes a nonparametric test, the Mann-Whitney U test (Siegel, 1956), was computed to test for any significant difference between the two groups. Since the value of U was 32 which was not equal or less than the critical value of 12, the null hypothesis was supported. There was no significant difference between groups K and NK.

5. Discussion

At its inception, it was hoped that this study would throw some light on the developmental problems accompanying the use of tactual maps in schools for the blind. However, the correlations between various independent variables (Table 1) were not significant and no firm conclusions can be made. With a larger N it should be possible to identify what Berla' and Nolan (1972) have recently called the 'developmental norms for tactual perceptual memory span'.

The lack of significant age/IQ correlations with performance over a wide age range may have an explanation in the particular school system. Children who have greater academic potential usually leave the school at the age of 11 to continue their education elsewhere. This factor may account for the

apparent similarity in symbol learning performance between junior and secondary schoolchildren. Usually children receive no experience with tactual maps until the secondary school, which suggests that there is considerable unrealised potential in the junior school if map reading can contribute significantly to a visually handicapped child's education.

No previous studies of tactual stimulus memory span have presented to subjects as many as 14 different stimulus items. In view of the large number of items, a savings score on the relearning trials of 40.2% is very reasonable. This compares with 52.88% found by Foulke and Morris (1961) using only 6 tactual patterns and association words from the New International Phonetic Alphabet. It is important that, in this study, the association words were more meaningful than the phonetic or nonsense words commonly used in paired-associate learning tasks. Most of the association features used in this study were familiar to the S's.

The differences in discriminability and associative value of the verbal terms are apparent from Figure 4. Differences in form, relief and size contribute to making a legible tactual symbol. In addition symbols can have informational properties which may aid recognition. Schiff, Kaufer and Mosak (1966) found that a tactual line, saw-tooth in cross-section, can be used to indicate direction, since it feels smooth in one direction and rough in the other. The 'tactual arrow' provided an 'intensity basis' for tactual perception. Point symbols on visual maps commonly specify direction, but when embossed, often seem inadequate to specify the same information for the visually handicapped.

Stimulated by Schiff's findings on the tactual arrow the authors utilized variation in height as a principle of symbol construction. Symbols 4 and 9 (steps) were adaptations of a symbol developed by Wiedel and Groves (1972) and consisted of units of increasing or decreasing height (see Fig. 1 for side elevations). These units specified 'up' or 'down'. In contrast to these symbols, similar information was specified in symbol 10 (road going uphill) and, although this symbol may have been masked by the linear symbols bounding it, the differences in the effectiveness of the multi-height versus single-height symbols as indicators of up or down are evident from Figure 4. Subjects feeling symbols 4 and 9 (steps) were able to run the pad of the finger down or up the symbol and, because of its distinctive informational properties often guessed that the symbol implied 'up' or 'down'. As a result of this finding a multi-height symbol will be used in the evaluation of mobility maps using gradient (road going up or downhill) as a navigational cue.

Symbols 4, 6 9 and 12 had particularly low percentage error (< 20%) for the learning trials, but on the relearning trials symbols 2, 4, 6, 9 and 11 had a very low percentage error rate (< 5%). Using a 10% error criterion of acceptability for the relearning trials, all symbols with the exception of symbol 3 (road with zebra crossing) would prove acceptable. Symbols 3 (road with zebra crossing) and 10 (road going uphill) had the highest percentage error of all the symbols tested and this can be partly explained by reference to Table 2. Both symbols were displayed in the context of two parallel lines which represented a road. Subjects found these two symbols difficult to distinguish. Therefore, it is probable that if

one symbol was successfully altered the other would remain more legible. The substitution of a multi-height symbol for number 10 (gradient) has already been suggested. Symbols 2 (railway) and 7 (footpath) were relatively highly confused but this was mainly in the initial phase of the experiment and perceptual training might have been responsible for the lower percentage of errors in the relearning phase.

The shortcoming of evaluating tactual symbols in isolation as discrete stimuli is apparent when attempts are made to put these symbols together in a more complex display. Gestalt psychologists support the idea that in perception the whole is more than the sum of the distinctive parts. Thomson (1968) summarises this as "the whole has properties of its own, so that the parts and relationships within the whole are largely a product of the entire configuration".

Table 3 shows that when the tactual symbols were displayed in a pseudomap subjects were able to obtain a high level of correct symbol identifications either with or without a key. However, instead of having the symbols presented to them the subjects had to search the entire configuration to find a particular symbol. Observations of the strategies adopted by the subjects confirmed recent analyses of tactual map reading strategies by Nolan and Morris (1971). One subject in this experiment noted the importance of 'full-scale coverage', but few applied any systematic search pattern. One would expect that children with higher IQ's would perform better than children with low IQ's on this task even without training. The lack of efficiency in search strategy used by subjects to locate symbols on the pseudomap caused some of them to give up their haphazard search even when they had a key. Failure to

find symbols was particularly evident for subjects reading the lower right hand part of the map which was more isolated than other parts of the map (see Fig. 2). Symbol 4 (steps) was frequently missed completely or not detected as being distinct from symbol 7 (footpath).

Since the data shows no significant differences in correct identification of symbols for the matched groups, one using a key and another using memory alone, memorising a key of as many as 14 symbols may be a viable proposition. Constant reference to a key presents several problems:

(i) A key placed on the tactual map itself could be confused with part of the map.

(ii) Since two sheets (230 x 260mm) were required to present the key in this experiment, there is the problem of bulk of material.

(iii) Reading the key and then the map may be significantly more time consuming than referring straight to the map after memorising the necessary symbols.

It is hoped to examine these problems in a further experiment comparing the use of memory alone and key alone to locate symbols on a tactual pseudomap and to use dependent measures of time, errors and efficiency to compare both methods.

Most of the subjects showed a high degree of familiarity with the features and landmarks to be associated with the tactual symbols. Some of the younger children required some simplification of the terms involved; for instance, dual carriageway needed to be represented as 'two roads'. One subject began searching the

central area of the pseudomap in order to find the symbol for 'north edge of the map' implying that he did not understand the concept involved. This subject, at least, had attached a verbal label to a symbol without realising the significance of that label. These observations confirm the necessity for development of rudimentary environmental concepts before or as part of a mobility programme utilizing tactual maps. Furthermore, development of these basic concepts would seem to be a prerequisite of meaningful use of tactual maps in any context (Franks and Baird, 1971; Franks and Nolan, 1971).

The majority of subjects tested on the pseudomap were able to plan and follow a simple route from the zebra crossing to the entrance of the building (see Fig. 2) indicating that they understood the significance and interrelationships of the tactual symbols they had learnt.

Appendix 1

Instructions for Sessions 1 and 2

There are 14 different raised map symbols I wish you to feel. Each raised symbol means something and you have to try and learn what these symbols mean.

Here is an example of a raised symbol which means a road (Present S with sample card).

I am now going to give you some more symbols but the meanings of the symbols are recorded on the tape-recorder and you will hear them 10 seconds after you feel the raised symbols. You have to try and give me the meaning of the symbol before the tape-recorder tells you. In other words, you have to beat the tape-recorder in giving your answer.

Try to remember the meaning of each symbol so that you can give the right answer before it is given by the tape-recorder.

(Repeat instructions and answer any questions)

(1st session only). You will not be able to give the answer to the meaning of the symbols until you have heard them once, so you can guess what they mean to begin with.

(After the 1st trial). You have now felt all 14 symbols. This time try to beat the tape-recorder with your answers, but remember that the symbols will not be in the same order as before.

Appendix 2

Instructions for Session 3

1. Find the north edge of the map.
Turn the map so that it is at the top of the page.
2. Find the building with entrance.
3. Find the railway.
4. Find the crossroads with roundabout.
5. Find the steps going up.
6. Find the church.
7. Find the toilet.
8. Find the bus-stop.
9. Find the zebra crossing.
10. Find the dual carriageway.
11. Find the road going uphill.
12. Find the steps going down.
13. Find the crossroads with traffic lights.
14. Find the footpath.
15. Show how you would get from the zebra crossing to the entrance of the building.

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